

C++ Thread Class Exercises

Passing a `std::thread` Object

- Rewrite the "Hello thread" program by adding a function
 - The function takes a `std::thread` object as argument
 - It displays the object's thread ID
- Pass the `std::thread` object created in `main()` to this function
- Where, if anywhere, should `join()` be called?

Returning a `std::thread` Object

- Rewrite the "Hello thread" program by adding a function that returns an `std::thread` object with `hello()` as its entry point
- Call this function in `main`
- Display the ID of the returned `std::thread` object
- Where, if anywhere, should `join()` be called?

Threads and Exceptions

- Rewrite the "Hello Thread" example so that the thread function throws an unhandled exception
 - What happens?
- Add a handler for the exception to the main() function
 - What happens?
- Move the handler for the exception into the thread function
 - What happens?
- Explain your observations