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Reference

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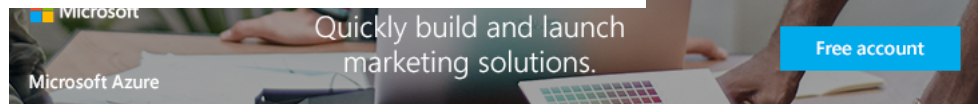
thread::native_handle_type

static member functions:

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swap (thread)



public member function

std::thread::thread

<thread>

```

default (1) thread() noexcept;
initialization (2) template <class Fn, class... Args>
explicit thread (Fn&& fn, Args&&... args);
copy [deleted] (3) thread (const thread&) = delete;
move (4) thread (thread&& x) noexcept;

```

Construct thread

Constructs a **thread** object:

(1) default constructor

Construct a **thread** object that does not represent any thread of execution.

(2) initialization constructor

Construct a **thread** object that represents a new *joinable* thread of execution.The new thread of execution calls *fn* passing *args* as arguments (using *decay copies* of its *lvalue* or *rvalue* references).The completion of this construction synchronizes with the beginning of the invocation of this copy of *fn*.

(3) copy constructor

Deleted constructor form (**thread** objects cannot be copied).

(4) move constructor

Construct a **thread** object that acquires the thread of execution represented by *x* (if any). This operation does not affect the execution of the moved thread in any way, it simply transfers its handler.The *x* object no longer represents any thread of execution.**thread** objects that are *joinable* shall either be *joined* or *detached* before they are *destroyed*.

Parameters

fn

A pointer to function, pointer to member, or any kind of *move-constructible* function object (i.e., an object whose class defines `operator()`, including *closures* and *function* objects).
The return value (if any) is ignored.

args...

Arguments passed to the call to *fn* (if any). Their types shall be *move-constructible*.If *fn* is a *member pointer*, the first argument shall be an object for which that member is defined (or a reference, or a pointer to it).

x

thread object whose state is moved to the constructed object.Fn and Args... are template parameters: if implicitly deduced, these are the proper *lvalue* or *rvalue* reference type to bind the arguments to. Note though, that on the call to *fn* in the new thread, *decay copies* of *fn* and *args...* are always used (see `std::ref` for a wrapper class that makes references copyable).

Example

```

1 // constructing threads
2 #include <iostream>           // std::cout
3 #include <atomic>             // std::atomic
4 #include <thread>             // std::thread
5 #include <vector>             // std::vector
6
7 std::atomic<int> global_counter (0);
8
9 void increase_global (int n) { for (int i=0; i<n; ++i) ++global_counter; }
10
11 void increase_reference (std::atomic<int>& variable, int n) { for (int i=0; i<n; ++i) ++variable; }
12
13 struct C : std::atomic<int> {
14     C() : std::atomic<int>(0) {}
15     void increase_member (int n) { for (int i=0; i<n; ++i) fetch_add(1); }
16 };
17
18 int main ()
19 {
20     std::vector<std::thread> threads;
21
22     std::cout << "increase global counter with 10 threads...\n";
23     for (int i=1; i<=10; ++i)
24         threads.push_back(std::thread(increase_global,1000));
25
26     std::cout << "increase counter (foo) with 10 threads using reference...\n";
27     std::atomic<int> foo(0);
28     for (int i=1; i<=10; ++i)
29         threads.push_back(std::thread(increase_reference,std::ref(foo),1000));
30
31     std::cout << "increase counter (bar) with 10 threads using member...\n";
32     C bar;
33     for (int i=1; i<=10; ++i)
34         threads.push_back(std::thread(&C::increase_member,std::ref(bar),1000));
35
36     std::cout << "synchronizing all threads...\n";
37     for (auto& th : threads) th.join();
38
39     std::cout << "global_counter: " << global_counter << '\n';
40     std::cout << "foo: " << foo << '\n';
41     std::cout << "bar: " << bar << '\n';
42
43     return 0;
44 }

```

Output:

```
increase global counter using 10 threads...
increase counter (foo) with 10 threads using reference...
increase counter (bar) with 10 threads using member...
synchronizing all threads...
global_counter: 10000
foo: 10000
bar: 10000
```

Data races

The *move constructor* (4) modifies *x*.

Exception safety

The initialization constructor (2) throws an exception on the following conditions:

exception type	error condition	description
system_error	errc::resource_unavailable_try_again	The system is unable to start a new thread

It also throws if the construction of any of the copies it makes (of the *decay types* of *Fn* and *Args...*) throws. Depending on the library implementation, this constructor may also throw exceptions to report other situations (such as [bad_alloc](#) or [system_error](#) with other *error conditions*).

Note that if an exception is thrown from the function invocation (i.e., from *fn* itself), it is handled by the new thread. If this invocation terminates with an uncaught exception, [terminate\(\)](#) is called.

See also

thread::operator=	Move-assign thread (public member function)
thread::join	Join thread (public member function)