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#include<thread>
#include <iostream>
#include <vector>
/*
  1. std::threads are only supported beyond C++11.
  2. This is a nice feature because it makes thread code portable.
  3. Pre C++11
      a. POSIX thread. pthread library.
         * void pthread_function(void *);
      b. WINTHREADS. CreateThread
         * DWORD WinThreadFunction(LPVOID);
  4. Able to run asynchronous threads in parallel with the
      main thread, and there's no restrictions on the
      kind of functions being passed over to a thread.
*/

void ThdFun(int i)
{
    std::cout<< "Hello World from thread" << i << std::endl;
}

int main()
{
    using ThreadVector = std::vector<std::thread>;
    ThreadVector tv;
    std::cout << std::thread::hardware_concurrency() << std::endl;
    for(int i=0; i<std::thread::hardware_concurrency(); ++i)
    {
        auto th = std::thread(&ThdFun, i);
        tv.push_back(std::move(th));
    }
    for(auto & elem : tv)
    {
        elem.join();
    }
    return 0;
}
```