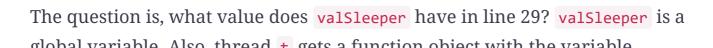
Arguments of Threads: Undefined Behavior

This lesson gives an example of the undefined behavior caused by passing arguments improperly to threads in C++.

As discussed in the previous lesson, here is another example of undefined behavior caused by improper handling of thread arguments.

```
// threadArguments.cpp
                                                                                              G
#include <chrono>
#include <iostream>
#include <thread>
class Sleeper{
  public:
    Sleeper(int& i_):i{i_}{};
    void operator() (int k){
      for (unsigned int j = 0; j <= 5; ++j){
        std::this_thread::sleep_for(std::chrono::milliseconds(100));
        i += k;
      std::cout << std::this_thread::get_id() << std::endl;</pre>
  private:
    int& i;
};
int main(){
  std::cout << std::endl;</pre>
  int valSleeper = 1000;
  std::thread t(Sleeper(valSleeper), 5);
  t.detach();
  std::cout << "valSleeper = " << valSleeper << std::endl;</pre>
  std::cout << std::endl;</pre>
```



valSleeper and the number 5 (line 27) as its work package. The crucial

observation to make here is that the thread gets valSleeper by reference (line 9) and will be detached from the main thread (line 28). Next, it will execute the call operator of the function object (lines 10 - 16). In this method it counts from 0 to 5, sleeps in each iteration for 1/10 of a second, and increments i by k. In the end, it displays its ID on the screen. Nach Adam Riese (a German proverb), the result should be 1000 + 6 * 5 = 1030.

But what happened? Something is going very wrong. In the next lesson, we'll learn how to fix this issue.