
Subject: Re: Simple Thread

Posted by [Klugier](#) on Mon, 05 Oct 2020 16:12:08 GMT

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Hello,

It seems that you have missed "typedef Processus CLASSNAME;" (C++03) "using CLASSNAME =Processus" (c++11) declaration in your class. However, in c++11 world you don't need this just replace with lambda:

```
void Processus::Start( String parametres )
{
    Thread thr;
    thr.Run([=] { Boucle(parametres); }); // <- In previous implementation you delete thread model
    immediately...
    while(thr.GetCount()); // <- Not very nice synchronization mechanism :)
}
```

```
void Processus::Boucle( String parametres )
{
    for (int i = 0; i < 10; ++i)
    {
        Cout() << i << ","; // <- Cout() better in U++ world!
    }
}
```

My working test code below:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
class Processus {
public:
    void Start( String parametres )
    {
        Thread thr;
        thr.Run([=] { Boucle(parametres); }); // <- In previous implementation you delete thread model
        immediately...
        while(thr.GetCount()); // <- Not very nice synchronization mechanism :)
    }
}
```

```
void Boucle( String parametres )
{
    for (int i = 0; i < 10; ++i)
    {
        Cout() << i << ",";
    }
}
```

```
}  
}  
  
};  
  
CONSOLE_APP_MAIN  
{  
    Processus().Start("asda");  
}
```

Klugier
