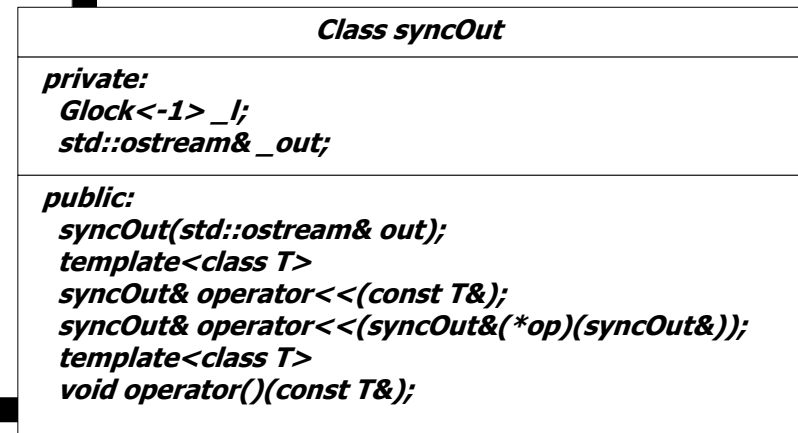
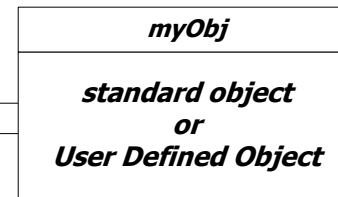
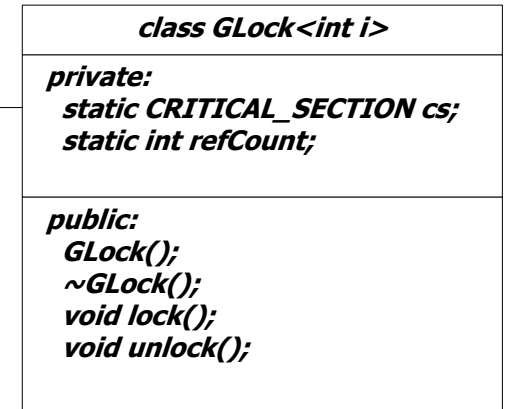
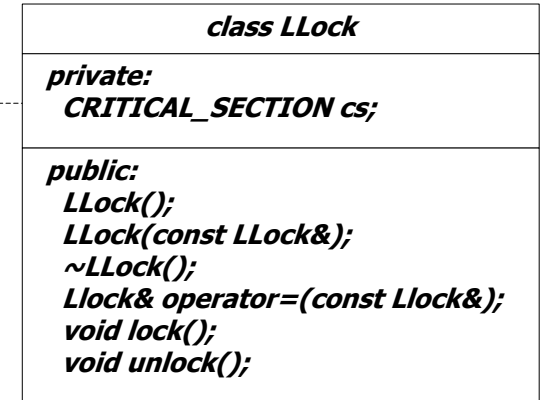
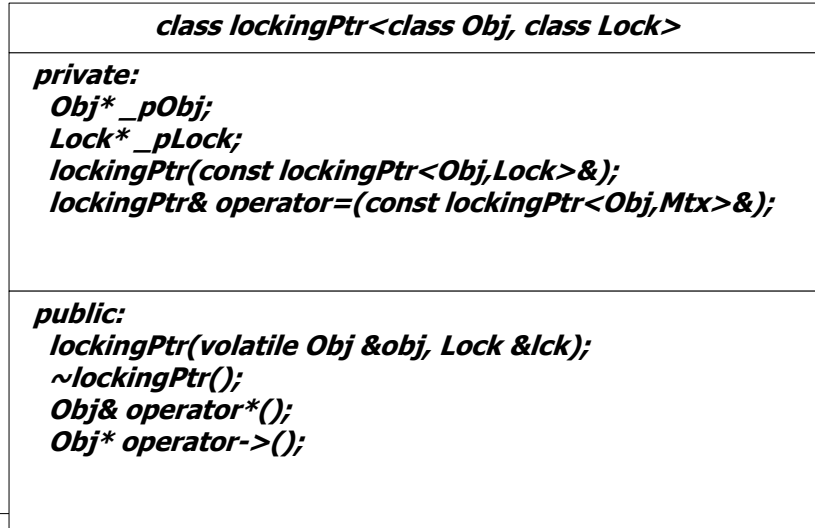


## Synchronization with temporary LockingPtr Object



// Code Sample:

```

#include "locks.h"

myObj myObjInst;          // create instance of object to be locked
GLock<1> gLock;          // create a class lock
:
// Use temporary lockingPtr to lock object, use object,
// and unlock object, all in one line of code.

lockingPtr< myObj, GLock<1> >(myObjInst, gLock) ->memFunc();

// Here, myObj::memFunc() is some member function of class myObj
sout << locker << output stuff << more stuff << unlocker;
  
```