Exercise 10

We continue on the topic of the preceding exercise 9.2, but rather than creating a main program in C++, we "steer" everything from Python

a) embed the creation of threads etc. in a C++ class (which is anyway a natural way to encapsulate shared data)

- N.B. Multi-threading is also possible in a Python-only context (see module **threading**, with functionality much alike the one available in C++), but we will not delve into this

b) instantiate an object of this C++ class, **configure** it appropriately from the Python side, and instruct it to create/run the desired threads

- configuration parameters: maximum time for a producer iteration (was 3 seconds in exercise 9.2), number of iterations (if you want the program to stop in a controlled way), number of consumer threads (if you used the multiple-consumer option)