```
void run() {
    Thread $thread {MyThread} = this {MyThread};
    x {A} = new A();
    x {A} .foo( $thread {MyThread} );
}

        void foo( $thread {MyThread} ) {
            this {A} .$thread {MyThread} = $thread;
            ...
        }
```

```
void run() {
    Thread $thread {MyThread'} = this {MyThread'};
    x {A'} = new A'();
    x {A'} .foo'( $thread {MyThread'} );
}

        void foo'( $thread {MyThread'} ) {
            this {A'} .$thread {MyThread'} = $thread;
            ...
        }
```