public static async Task MatchEntitiesInfo(List<Server> serverList)

{

EntitiesDB entitiesDB = new EntitiesDB(\_connectionString);

var entitiesList = await entitiesDB.GetEntities();

var normalizedEntities = new ConcurrentDictionary<string, List<EntitySchema>>();

foreach (var kvp in entitiesList)

{

var keyHostname = kvp.Key.Split('.')[0].Trim().ToUpper();

normalizedEntities.TryAdd(keyHostname, kvp.Value);

}

Parallel.ForEach(serverList, server =>

{

if (!string.IsNullOrEmpty(server.Name))

{

string hostname = server.Name.Trim().ToUpper();

bool matchFound = false;

if (normalizedEntities.TryGetValue(hostname, out var matchedEntities))

{

\_serversWithEntities.Add(new ServerWithEntities

{

Server = server,

Entities = matchedEntities

});

normalizedEntities.TryRemove(hostname, out \_);

matchFound = true;

}

if (!matchFound)

{

\_serversNoMatch.Add(server);

}

}

Console.Write("Procesando servidores: {0}/{1}", serverList.IndexOf(server) + 1, serverList.Count);

});