**Threading Lunch and Learn**

1. What is threading? Why Thread
2. Look at a process for making a car one piece at a time
3. Look at the more efficient multi-tasking method.
4. Create a single threaded process, benchmark. Discuss impact of creating on threadpool and using non-pooled threads (long running) for processes over 50ms.
5. Do simple threading on 2-3 parts and bring back in for the build. See performance improvement.
6. Switch to 64 bit. Redo. (number of threads also 1023 -> 23333)
7. Stick in an IProgress and show progress on one of the methods.
8. END