**C++11 Thread Techniques**

Purpose:

Illustrate some useful techniques when designing with threads. This solution contains four packages:

1. AsyncFunction:  
   Run any callable object on a child thread
2. QueueWorkItems:  
   Enqueue work to be performed on a child thread
3. Notifier:  
   Child thread notifies parent of intermediate results
4. Stoppable:  
   Function running asynchronously can be stopped

Jim Fawcett

CSE687 – Object Oriented Design

Spring 2016