

C3. (8 points) *Multithreading Question*. Oftentimes when designing webpages it's a good idea to ensure that they hold up when many visitors try to visit at once. This can be a little tricky though, because you usually only have one computer and you can only click "reload" so fast. One solution is to write a little program to hit the webpage quickly.

If you run the program in WebpageLoader.java you'll see that it hits the same webpage 10 times, reporting on its speed each time. But there's a problem – it waits for the webpage to load completely before it tries again. This is not a good simulation — instead we want to load 10 different requests as quickly as possible to simulate heavier load.

Write the function `doParallelTest()` in webpage loader to use Threads to load 10 webpages at the same time. If you do it correctly, your console ought to look something like this:

```
Doing parallel test...(10 pages at the same time)
```

```
loading webpage  
loading webpage  
loading webpage  
loading webpage  
loading webpage  
loading webpage  
loading webpage  
loading webpage  
loading webpage  
loading webpage  
loaded 84 characters in 0.20800 seconds  
loaded 84 characters in 0.41100 seconds  
loaded 84 characters in 0.41200 seconds  
//etc..
```