**TreeView Performance**

In order to check performance on the treeview I have create collection, default treeview   
on the xaml side and two timers called CollectionTimeEllapsed (**CTE**) and RenderingTimeElapsed (**RTE**) which are responsible for measuring time of adding complex items to the created collection and time that WPF needs to render these items. There’s also an variable called TOTAL which is a total number of items that we’re about to add to our collection. For each TreeView I’m gonna add and measure different amount of items.

**STANDARD**

Standard TreeView – standard means that I haven’t changed anything to the default WPF TreeView control. By default the virtualization is turned off.

* TOTAL: **1000**  CTE: 00:00:00.01 RTE: 00:00:01
* TOTAL: **10.000** CTE: 00:00:00.03 RTE: 00:00:14
* TOTAL: **100.000** CTE: 00:00:00.5 RTE: 00:03:24

**VIRTUALIZING**

In Order to turn on virtualization all we have to do is to add at the top two attached properties as follows: (test results are the same whenever treeviewitems are expanded or not)

VirtualizingStackPanel.IsVirtualizing="True"

VirtualizingStackPanel.VirtualizationMode="Recycling"

* TOTAL: **1000**  CTE: 00:00:00.01 RTE: 00:00:00.5
* TOTAL: **10.000** CTE: 00:00:00.03 RTE: 00:00:00.4
* TOTAL: **100.000** CTE: 00:00:00.5 RTE: 00:00.00.5