I modified the isDialogue line to not count stage directions/titles as part of the word count for the character before, hence the decrease in word count from usual.

- How can you test your program without needing to manually go through all the dialogue in Shakespeare's plays?
    - We can decrease the sample size where we test it on a section where the word count can be easily found, for example, have 3 characters and they all say 2-3 lines where each one tests an edge case. For example one line could be a dialogue that is over 4 lines, one could be 1 word, one could be 1 line etc.

- Has writing this code multithreaded helped in any way? Show some numbers in your observations. If your answer is no, under what conditions can multithreading help?
    - It has not helped significantly, for example, my code went from 0.77s single threaded to 0.58s multithreaded. Since they are all accessing the same resource, they still have to wait for the resource to be available, multithreading could be useful if each play thread makes its own dictionary, or for larger numbers of plays it could help significantly.
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- As written, if a character in one play has the same name as a character in another -- e.g. *King* -- it will treat them as the same and artificially increase the word count. How can you modify your code to treat them as separate, but still store all characters in the single dictionary (you do not need to implement this... just think about how you would do it)?
    - There is a simple fix for this, once it extracts a character name from a play, we can make the dictionary key unique for each play by specifying which play the character is from,hence we can add the new dictionary entry as characterName + “: title of play”. Due to the uniqueness of each play name, we will have a unique key for each word count.