Application high level flow

1) On App start → load an empty List view and start the background thread as well to fill the list

2) In a background thread → create Google connection and get a list of object from Google API (Metadata only)

3) Next → start a multi-threaded loop and in that loop - bind metadata Item to the UI list

a. Binding use UI thread (Dispatcher)
b. As soon as Image Name is binded to the UI element it calls an ImageConverter.
   In this converter → load the actual image using asynchronous process so it won't block the UI thread

4) After adding the items to the UI → start another multi-threaded loop

a. This loop also runs in asynchronous mode
b. In this loop - call the Google Vision API to get the annotation information
c. After receiving the info - bind it to the UI text property
d. Next this is indexed in the Lucene.Net

Both the above loop #3 and #4 are wrapped in a while loop which is used for processing 10 items at a time to control number of threads running at the same time (+ to improve the UI response)

5) From here it is pretty straightforward → call the index based on user query input