Minute essay comments

- Using threads in projects.
  - Units and threads is a great place to use today's topic.
  - Drawing is not parallel. Graphics is a bottleneck.
  - Networking will automatically add an extra thread because of there is a blocking call that waits for new users.
All events, including repainting, happen in an event thread.

If you block the event thread, the GUI becomes non-responsive.

Anything that will take much time should go in a separate thread.
Scala 2.9 introduced scala.collection.parallel.

The methods of these collections do their work in parallel.

Covert from regular collections to parallel ones by calling the “par” method.

Convert back with “seq”.

Not all collections convert efficiently.
The scala.actors library provides an alternative threading model we will explore in depth later on.

For now there are two methods that simplify launching threads.

- Actor.actor(body: => Unit):Actor
- Futures.future[T](body: => T):Future[T]

Use the first to launch code in a thread. Use the second if you want a return value.
Let's write some.
Questions about parallel before we move on to streams?