**C++11 Thread Techniques**

Purpose:

Illustrate some useful techniques when designing with threads. This solution contains four packages:

1. AsyncFunction:
Run any callable object on a child thread
2. QueueWorkItems:
Enqueue work to be performed on a child thread
3. Notifier:
Child thread notifies parent of intermediate results
4. Stoppable:
Function running asynchronously can be stopped

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