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sequence. The downside to using the above method is that DoSomething is synchronous. Ideally I'd like the overhead of calling the async methods to be avoided. However, sometimes I have to call those methods on a WinForms form, which uses the UI thread. So my two choices here are to either: Use the asynchronous form of the method, which looks like this: await FakedFoo(); await FakedBar(); await FakedBaz(); ...or to use the Dispatcher.Invoke method, which I'm assuming has to block, and therefore causes a synchronous call to the UI thread, but also involves a lot less typing: private void DoSomething() Dispatcher.Invoke(() => { FakedFoo(); FakedBar(); FakedBaz(); }); The problem here is that I want to call these methods concurrently, but I want to avoid using async all the way through. Question is, what is the preferred solution in this situation? A: By all means, use async/await for normal code. That's the way it's designed to be used. However, if you want to have your methods be asynchronous and that's a must-have, then you can use the Dispatcher. 82157476af

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