Why do I get a bad overall performance when using a Snmp instance for each Thread?

SNMP4J already uses multi-threading and non-blocking I/O operations internally. Using dedicated `TransportMapping` instances combined with a `Snmp` instance for each application thread does not improve overall performance for most applications.

Instead use a single `Snmp` instance and share it across the threads. Using a single thread with asynchronous SNMP requests is also a valid and fast approach.