**Mono:** is an open source implementation of Microsoft's .NET Framework as part of the .NET Foundation and based on the ECMA standards for C#.

**Xamarin:** is an abstraction layer that manages communication of shared code with underlying platform code.

**Component Object Model (COM):** lets an object expose its functionality to other components and to host applications on Windows platforms.

**.NET Core:** is a cross-platform, high-performance, open-source framework for building modern, cloud-enabled, Internet-connected apps.

**Unity C#:** is a real-time 3D development platform for building 2D and 3D application, like games and simulations, using . NET and the C# programming language.

**Representational state transfer (REST):** is a distributed system of architectural style and is premised on a set of concepts that defines and addresses network resources.