Software needed on iMacs in Building 19, Room 132  
*(OS-X software installation instructions are on page 2)*

Windows Partition

1. Xamarin for Visual Studio: <https://www.xamarin.com/visual-studio>  
   Install with all C#, Web and Mobile development options selected (including iOS).
   1. Android SDK should be automatically downloaded. After it is downloaded use the Android SDK manager to add:
      1. The most recent stable API (currently 23, Marshmallow)
         1. SDK Platform
         2. Intel x86 Atom\_64 system image
         3. Google APIs Intel x86 Atom\_64 system image
      2. Xamarin Studio “Modern Development” template API (Currently 16, Jelly Bean)
         1. SDK Platform
         2. Intel x86 Atom system image
         3. Google APIs
      3. Intel Haxm
         1. Install Haxm in Windows
      4. USB Drivers for Google Nexus devices
         1. Install the drivers in Windows
   2. Create Android Virtual Devices using the emulator from the Andoid SDK
      1. Create an AVD for Nexus 4, x86, API 16 (or the one used by the Xamarin “Modern Development” template)
      2. Create an AVD for Nexus 6, x86\_64, API 23 (or latest stable API)  
         (API 23 doesn’t run well on the Nexus 7 (2012) emulator)
2. Visual Studio 2015 Community Edition or better:   
   <https://www.visualstudio.com/en-us/products/visual-studio-community-vs.aspx>
   1. In the VS installer, select the Android Emulator so that it is installed. After the VS Android Emulator is installed, download images for:
      1. APIs 16
      2. The most recent stable API (currently 23, Marshmallow).
3. GitHub client: <https://desktop.github.com>
4. Notepad++ <https://notepad-plus-plus.org>
5. Chrome: <https://www.google.com/chrome/browser/desktop/index.html>
   1. Install the Blackboard Collaborate add-on
6. Ensure that Windows Remote Desktop is installed and enabled

OS-X Partition

1. X-Code with the iOS SDK: <https://developer.apple.com/xcode>
2. Xamarin Studio Community Edition, latest version (currently 6.0): <https://www.xamarin.com/studio>  
   Install with all options selected. Will automatically download the Android SDK.
   1. After the Android SDK is downloaded, use the Android SDK manager to add:
      1. The most recent stable API (currently 23, Marshmallow)
         1. SDK Platform
         2. Intel x86 Atom\_64 system image
         3. Google APIs Intel x86 Atom\_64 system image
      2. Xamarin Studio “Modern Development” template API (Currently 16, Jelly Bean)
         1. SDK Platform
         2. Intel x86 Atom system image
         3. Google APIs
      3. Intel Haxm
         1. Install Haxm in OS-X
3. GitHub desktop client for OS-X: <https://desktop.github.com>
4. Text Wrangler (free version): <http://www.barebones.com/products/textwrangler>
5. Chrome: <https://www.google.com/chrome/browser/desktop/index.html>
   1. Install the Blackboard Collaborate add-on
6. Remote Desktop for OS-X: <https://itunes.apple.com/us/app/microsoft-remote-desktop/id715768417?mt=12>