Linux Development Environment

1. Install JetBrains Rider (https://www.jetbrains.com/rider/)
2. Install Mono (http://www.mono-project.com/docs/getting-started/install/)
3. Run and setup Rider to your preferences, then ensure that Mono is detected by Rider. You can do this from the Rider welcome screen by selecting Configure > Settings. Once in the Settings window, navigate to Build, Execution, Deployment > Toolset and Build. Once on that view, there should be a Mono executable path. Rider should pick up this path, but you may need to manually define it depending on your environment. It should be directed to the “mono” executable script that was included in the Mono installation. Be sure to Save.
4. If you’re reading this and a project already exists, from the Rider Welcome screen, you can select Open Solution or Project and then navigate to the Solution file for the project.

Hello World Walkthrough

1. Follow the steps outlined above to install Mono and JetBrains Rider.
2. On the Rider welcome screen, select New Solution.
3. Select Console Application on the left, and supply a name and directory.
4. Press Create.
5. After the project has built (no more progress bars at the very bottom of the Rider window), then you need to add the Window Forms reference so we can use that toolkit.
6. On the left, drop down the project and there should be a References directory. Right click and Add Reference. Search and select the System.Windows.Forms reference, then hit OK.
7. From here, you can remove the auto-generated code by Rider (in a file called Program.cs at time of writing) or create a new Class file and paste in the code at the end of this document. Unlike Java, the class name and file name do not need to match.
8. Select Run, which is a green button in the top right of the screen. You can also select Run > Run Default
9. An options menu may come up. You do not need to change any options, only select Run.
10. If all goes well, you should see an empty window appear with the title “Hello Mono World.”

Hello World Code

**using** System;  
**using** System.Windows.Forms;  
  
**public class** HelloWorld : Form  
{  
 **public static void** Main ()  
 {  
 Application.Run (**new** HelloWorld ());  
 }  
  
 **public** HelloWorld ()  
 {  
 **Text** = **"Hello Mono World"**;  
 }  
}