# The Asynchronous Age: A Developer’s Illustrated Primer

## Programme

14:00 Introduction to Asynchronous Programming (talk & slides)

14:30 Workshop: “Housework: using async and await in C#”

15:30 Asynchronous Programming and Distributed Systems (talk & slides)

16:00 Workshop: “Asynchronous Programming in Javascript”

17:00 Conclusions, discussion and questions

## PREREQUISITES

For this workshop, you’ll need

* A way to create and run programs written in C# 5 - Visual Studio 2013 or 2015, or your own preferred .NET development environment
* A copy of the workshop code from <https://github.com/dylanbeattie/ProgNet2016> - fork it, clone it, or just download the ZIP file – as long as you can build and run the examples, we should be fine.

## WORKSHOP 1: “Housework: using async and await in C#”

In this workshop, we’re going to be using the most exciting piece of software ever created – the Housework Simulator.

First, check you can build and run the examples.