



Keynote

Monkey Conf 2024

Bienvenidos



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Monkey Conf 2024

- Es la séptima edición de la Monkey Conf.
- Este año se puede seguir únicamente por streaming.
- Tendremos 9 sesiones técnicas de 40 minutos cada una.
- 4 sesiones en español, 5 sesiones en inglés.

La agenda



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🕒 8:30

Welcome



🕒 8:45 · 👤 Elena G Blanco · 🇪🇸 Spanish

Accesibilidad a la europea en .NET

El año 2025 se acerca, y con él la necesidad de aplicar la European Accessibility Act, ¿estamos ready para el cambio? Hacer que nuestras aplicaciones .NET MAUI o Valonia sean usables para todo el mundo es ahora más importante y también más fácil que nunca. Aprendamos sobre conceptos básicos en accesibilidad y cómo se pueden aplicar en el ecosistema .NET. Tenemos el poder de crear cosas increíbles, y podemos usar esta gran oportunidad de no dejar a nadie atrás.



🕒 9:30 · 👤 Rafael Muñoz León · 🇪🇸 Spanish

Designer first UI development

Implementations that do not match design specs. Behavior redesigns that misalign with architecture. Friction between designer and programmers. General frustration in both sides. Designer first UI development purpose is to minimize those situations or eliminating them completely. In essence it based around letting designers build the UI themselves, so there is nothing between their vision and execution. Programmers provide tools and support but never build the actual layouts. This is nothing new, level designers have been doing this for a long time in game development. They build the levels, and programming provides the tools and support but never get in the middle. This changes the relationship between departments completely from confrontational to collaborative. Since programming responsibility is to empower and support the designers.



🕒 10:15 · 👤 Nick Kovalsky · 🇺🇸 English

DrawnUI for .NET MAUI

Getting acquainted with an open source UI rendering engine for .NET MAUI powered by SkiaSharp

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🕒 11:00 · 👤 Mike James · 🗣️ English



Strategies for Modernising .NET Applications with Avalonia

Avalonia is the best-kept secret in the .NET community, and this session aims to shed light on why so many have fallen in love with it! I'll walk you through the competitive landscape of .NET UI technologies and how you can take your .NET applications to Windows, macOS, Linux, iOS, Android and the Web. We'll start with a look at our open-source, cross-platform UI framework, Avalonia. We'll explore why industry leaders, including AMD, KLM, Unity, and GitHub, have adopted it, how you can get started with it and what makes it unique. Once we've covered Avalonia, we'll dig into how we made a binary-compatible cross-platform WPF and our exciting plans for the future.

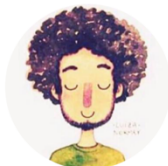
🕒 11:45 · 👤 Martin Zikmund · 🗣️ English



How We Build an Open-Source Cross-Platform Framework in .NET

Ever wondered what it takes to build a complex cross-platform, open-source framework in .NET? In this session, we'll walk through the complex engineering challenges and innovative solutions that power Uno Platform as a robust, single-codebase framework. Discover how we leverage advanced .NET techniques—such as Source Generators, how we built a custom MSBuild SDK called Uno.Sdk including the support for custom target framework identifiers, how we run a sophisticated, multi-stage CI pipeline in Azure DevOps with thousands of tests on all possible platforms and make sure we avoid making unintended breaking changes, and we will even explore the strategies used to port C++ code to C#.

🕒 12:30 · 👤 Pedro Jesus · 🗣️ English



Debugging memory leaks in .NET MAUI

During your career, you have probably had to deal with memory leaks, and you likely didn't find the best references to help you with this task. In this hands-on presentation, I will show you how to debug and fix a memory leak.



🕒 13:15 • 👤 Andres Pineda • 🇪🇸 Spanish

Desarrollo Desktop en Linux con .NET: Del diseño al despliegue

El desarrollo de aplicaciones de escritorio para Linux nunca ha sido tan emocionante. En esta charla práctica, descubrirás cómo usar .NET para crear aplicaciones con interfaces de usuario modernas y atractivas para Linux. Te guiaremos paso a paso, desde el diseño de la interfaz hasta el empaquetado y despliegue final, mostrando cómo aprovechar al máximo las herramientas y capacidades de .NET para este entorno.

🕒 14:00

Lunch break



🕒 15:00 • 👤 Steve Bilogan • 🇺🇸 English

.NET Cross-Platform Development Supercharged with .NET 9, and Uno Platform

The gap between the complexity of applications and the resources available to build them is widening rapidly. As developers, it's crucial to leverage familiar tools while embracing new ones that enhance productivity. This will be an in-depth session on the latest advancements in the Uno Platform, including the newest support for .NET 9. We will discuss the performance benefits of moving to .NET 9, the advantages of true single-project architecture, and importance of using visual tooling such as Hot Reload and others.



🕒 15:45 • 👤 Héctor Uriel Pérez Rojas • 🇪🇸 Spanish

De Figma a .NET MAUI: Transforma tus diseños en código XAML en segundos

En esta sesión, compartiré mi experiencia desarrollando una herramienta llamada Xamlify, que me permite convertir diseños de Figma en código XAML para .NET MAUI en solo unos segundos, reduciendo el tiempo dedicado a la creación de interfaces gráficas entre un 80% y un 90%. Logré esto utilizando Blazor, una gran cantidad de código en C# y Azure OpenAI.

Preguntas?

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