Developing in C# on Your MacBook Pro

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This presentation has few notes because I spent most of my time in Monodevelop and Xcode. The slides tell the drama of the history of programming in C# with Mono. Have a read.

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Information

- Speaker presentation slides will be available at www.houstontechfest.org within a week

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Are You Sure You're In the Right Place

- This is NOT for iOS
- This is NOT for iPhone
- This is NOT for iPad
- This is NOT for iPad Mini
- This is NOT for Android (that's not even Apple!)

- This IS for Mac OS X (that's the desktop OS)
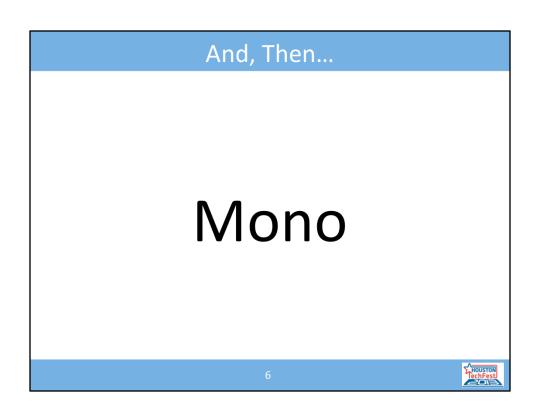- A little ASP.NET, too

Long Ago…

Microsoft changed Windows programming with by creating .NET and the Common Language Infrastructure

And, Then...

Mono

Open Source to the Rescue

SharpDevelop forked to MonoDevelop!

Xamarin Studio

Xamarin.iOS

Xamarin.Android

Xamarin.Mac

And, Without Money

:(

DESKTOP APPLICATIONS

Xcode

Mono MDK 3.2.3

Xamarin Studio
(a.k.a. MonoDevelop 4.0)

To program native Cocoa applications in C#, you should download and install the latest version of Xcode, Monodevelop 4, and the Mono Development Kit.
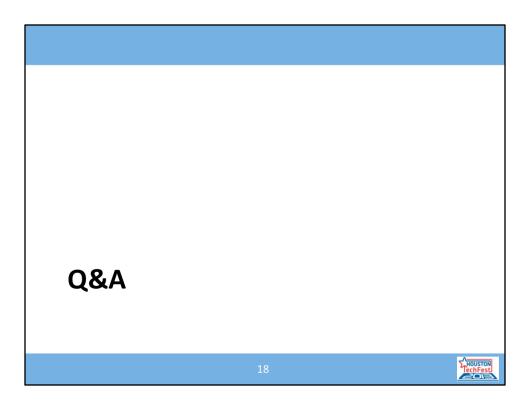
Enough with the Slides!

Code Time!

Hello World

Better Hello World

Look at some examples

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Let's take a look at how we hook up a C# application with MonoMac, the C# bindings for the Cocoa UI layer.

Q&A

9:30   Meet the CIL (7.5 mins)
9:37.5   Some instructions (7.5 mins)
9:45   How C# compiles to IL (20 mins)
10:05   Crazy stuff with IL (15 mins)
10:20   Q&A

References

- MonoMac documentation at http://docs.go-mono.com/?link=root:/monomac-lib
- Cocoa® Programming for Mac® OS X, Fourth Edition (ISBN: 0-321-77408-6)
- Code available next week in the **htechfest** repository of @realistschuckle over on GitHub http://github.com/realistschuckle/houstontechfest2013

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Please Leave Feedback During Q&A

If you leave session feedback and provide contact information, you will be qualified for a prize

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