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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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- If you must take a phone call, please do so in the lobby so as not to disturb others.
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Information

- Speaker presentation slides will be available at www.houstontechfest.org within a week
- Don't forget to complete the Bingo card to be eligible for door prizes

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

Not Long After...

Miguel de Icaza said to himself, “Gee, I wish I could use that CLR thing on any OS that I use...”

And, Then...

Mono

But, There was a Problem...

Miguel de Icaza said to himself, “Gee, I wish I had something like Visual Studio, arguable the greatest IDE of all time...”

SharpDevelop forked to MonoDevelop!

But, There was a BIGGER Problem...

Miguel de Icaza said to himself, “Gee, I wish I could make money with this Mono thing...”

Closed Source to the Rescue

Xamarin Studio
Xamarin.iOS
Xamarin.Android
Xamarin.Mac

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What Can You Do with Those?

Pay money

Get closed-source libraries

Develop things easy

Submit apps to stores

And, Without Money

: (

Stuff That's Still Free

ASP.NET
WinForms
Console apps
MonoMac

ASP.NET MVC

v3 supported/v4 hacked
Install NuGet Addin
Create v3 project
Install v4 using NuGet
Hand-hack .config files

DESKTOP APPLICATIONS

What You Need

Xcode

Mono MDK 3.2.3

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

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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

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

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