1 Determine .NET/Mono Framework Requirements

.NET 2.0	C# 2.0 (generics) Core Libraries 2.0: mscorlib, System, System.Xml ASP.Net 2.0 - Except WebParts ADO.Net 2.0 Winforms/System.Drawing 2.0	.NET 4.0	C# 4.0 ASP.Net 4.0 ASP.Net MVC 1, MVC 2 and MVC3 System.Numerics Managed Extensibily Framework Dynamic Language Runtime Client side OData EntityFramework Parallel Framework and PLINQ
.NET 3.5	C# 3.0 System.Core LINQ ASP.Net 3.5 ASP.Net MVC LINQ to SQL	.NET 4.5	C# 5.0 - async support Async Base Class Library Upgrade MVC4 - no async MVC5 - no async
		.NET 4.6	C# 6.0

2 Pick the Heroku .NET Buildpack

- [Buildpack for Mono Nightlies](#)
- [Buildpack for Mono 4.x](#)
- [Buildpack for Mono 3.x](#)

3 Deploy your .NET App on Heroku

cmd: heroku login
cmd: heroku create wimsite --buildpack "https://github.com/kylehodgson/heroku-buildpack-mono.git"
cmd: git init
cmd: heroku git:remote -a XXXXXXXXXX
cmd: git add .
cmd: git commit -am "Published the Application: WIM"
cmd: git push heroku master