C# and Mono

**A reimplementation of .net for linux**

By Jason Bignell

**Contents**

Table of Contents

[Introduction 3](#_Toc311189497)

[Who 4](#_Toc311189498)

[What 4](#_Toc311189499)

[Where 5](#_Toc311189500)

[When 5](#_Toc311189501)

[How 5](#_Toc311189502)

[Links 5](#_Toc311189503)

# Introduction

The session that i decided to attend was a lecture on C# and Mono. The seminar was held by the Perth [vb.net](http://vb.net/) group. It was held at Enex 100, in the Microsoft Seminar Room, Level 3, 100 St Georges Terrace, Perth. It was held on Thursday, Oct 6th, 5:30pm - 7:00pm.

# Who

The seminar was presented by Ben last, One of the lead devolpers for NearMap, a PhotoMap and location based media company. They create high quality and current PhotoMaps over cities that are updated every month. Changes over time can be seen using the TimeView on the map page and locations can be seen from the side using the MultiView button on the map page when you zoom in to building level detail.

# What

The topic of this seminar was C# and mono, as well as plugging Nearmap.   
**What is Mono?**

Mono is reimplementation of .net for Linux, based on ecma standards for c# and the common language runtime.It is an open source cross platform implementation of C# and the CLR that is binary compatible. It also implements a Microsoft compatible api, allowing it to run on most systems

Nearmap uses mono to create high resoultions arieal maps, in a similar style to google maps.

**Why use mono?**

The main 2 reasons that nearmap went with Mono is that they wanted to use C++ as it is lightning fast in execution (even if it is slow in development), But the Managing director wants a linux centric environment. They also implement PHP.net and WCF

**Nearmaps use of mono**

In the beginning, Nearmap was using an asp-base application server. Now, this worked fine for a while, while there was no heavy load, however once the load started ramping up, they deciced to go with a servicestack-Based application server .  
Currently, all of nearmaps bussiness logic ( authentication, accountsm permissions, etc ), is run on these servers

**What I learned**

I learned that it is possible create a language that can be compiled on any system, and still run on any systems. Yet another step towards global compatability. I also learnt much about the various benefits and side effects of mono, such as that is not a completes reimplementation , as it is missing a couple of features.

**Research**Mono, pronounced /ˈmoʊ.noʊ/ moh-noh, is a free and open source project led by Xamarin (formerly by Novell and originally by Ximian) to create an Ecma standard compliant .NET-compatible set of tools including, among others, a C# compiler and a Common Language Runtime.  
The stated purpose of Mono is not only to be able to run Microsoft .NET applications cross-platform, but also to bring better development tools to Linux developers.[3] Mono can be run on Android, BSD, iOS, Linux, Mac OS X, Windows, Solaris, and Unix operating systems as well as some game console operating systems such as the ones for the PlayStation 3, Wii, and Xbox 360.  
The logo of Mono is a stylized monkey's face, mono being Spanish for monkey.[4][5]

# Where

The seminar was held at Enex 100, in the Microsoft Seminar Room, Level 3, 100 St Georges Terrace, Perth. The company headquarters for Nearmap are located at ipernica ltd, Suite 8, 281 Hay Street, SUBIACO WA 6005

# When

The seminar was held on Thursday, October 6th 2011. It started at 5:30pm, and ended at 7:00pm.

# How

I found out about this seminar via my tafe lecturer. There was approximately 20-30 people attending the seminar, and it did not cost a cent other then transport.

# Links

Nearmap Home site  
<http://www.nearmap.com/nearmap/about>