Mono: A Developer's Notebook

By Edd Dumbill, Niel M. Bornstein

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The Mono Project is the much talked-about open source initiative to create a Unix implementation of Microsoft's .NET Development Framework. Its purpose is to allow Unix developers to build and deploy cross-platform .NET applications. The project has also sparked interest in developing components, libraries and frameworks with C#, the programming language of .NET.The controversy? Some say Mono will become the preferred platform for Linux development, empowering Linux/Unix developers. Others say it will allow Microsoft to embrace, extend, and extinguish Linux. The controversy rages on, but--like many developers--maybe you've had enough talk and want to see what Mono is really all about.There's one way to find out: roll up your sleeves, get to work, and see what you Mono can do. How do you start? You can research Mono at length. You can play around with it, hoping to figure things out for yourself. Or, you can get straight to work with *Mono: A Developer's Notebook*--a hands-on guide and your trusty lab partner as you explore Mono 1.0.Light on theory and long on practical application, *Mono: A Developer's Notebook* bypasses the talk and theory, and jumps right into Mono 1.0. Diving quickly into a rapid tour of Mono, you'll work through nearly fifty mini-projects that will introduce you to the most important and compelling aspects of the 1.0 release. Using the task-oriented format of this new series, you'll learn how to acquire, install, and run Mono on Linux, Windows, or Mac OS X. You'll work with the various Mono components: Gtk#, the Common Language Runtime, the class libraries (both .NET and Mono-provided class libraries), IKVM and the Mono C# compiler. No other resource will take you so deeply into Mono so quickly or show you as effectively what Mono is capable of.The new Developer's Notebooks series from O'Reilly covers important new tools for software developers. Emphasizing example over explanation and practice over theory, they focus on learning by doing--you'll get the goods straight from the masters, in an informal and code-intensive style that suits developers. If you've been curious about Mono, but haven't known where to start, this no-fluff, lab-style guide is the solution.

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Editorial Review

Review
"...the book is extremely valuable for *experienced* Java or C++ developers who want to jump into GTK# and Mono. If you already have OOP experience with the above said languages, then this book is a must-have." - OSNews

"[This] is an excellent book for Linux developers who want to learn enough .NET to get started. It is an excellent book for Windows programmers who want to get started with .NET on Linux, because it gives details on how to install and configure Mono, and compile and execute programs in a Linux environment." - .NET Developer's Journal

"The writing style is clear and concise with plenty of code examples all of which will compile and run. The examples are well explained and as the book is logically set out, helping those wanting to develop under Mono to get going... Highly recommended." -Paul F Johnson, CVu - October 2004

About the Author

Edd Wilder-James is Managing Editor of XML.com. He also writes free software, and packages Bluetooth-related software for the Debian GNU/Linux distribution. Edd is the creator of XMLhack and WriteTheWeb, and has a weblog called Behind the Times.

Niel M. Bornstein , with over ten years' experience in software development, has worked in diverse areas such as corporate information systems, client-server application development, and web-hosted applications. Clear and engaging, Niel wrote .NET & XML and co-authored Mono: A Developer's Notebook.

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Information is provisions for individuals to get better life, information currently can get by anyone with everywhere. The information can be a expertise or any news even a huge concern. What people must be consider whenever those information which is in the former life are difficult to be find than now could be taking seriously which one is appropriate to believe or which one typically the resource are convinced. If you receive the unstable resource then you buy it as your main information you will see huge disadvantage for you. All those possibilities will not happen inside you if you take Mono: A Developer's Notebook as your daily resource information.

James Alvarez:

The book untitled Mono: A Developer's Notebook contain a lot of information on it. The writer explains the woman idea with easy method. The language is very straightforward all the people, so do not really worry,

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