

RemObjects C# brings native C# to iOS and Android

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RemObjects Software, LLC today introduces RemObjects C#, a new compiler and development tool chain that brings the popular C# programming languages to native iOS, Mac and Android software development. RemObjects C# works directly with the frameworks that are native to each platform, creating 100% native Cocoa applications for iPhone and iPad, or creating pure Java/Dalvik apps for Android. Developers can use their existing language skills to write applications for all major development platforms.

Hanover Park, Illinois - RemObjects Software is thrilled to announce a major new addition to their portfolio of developer tools: RemObjects C#.

Over the past decade, the C# language has established itself as one of the most popular development languages worldwide, with millions of developers using it every day to accomplish their goals. But until today, the C# language has always been associated closely with Microsoft .NET (and Mono).

RemObjects C# is a new compiler and development tool chain that brings the popular C# programming languages to native iOS, Mac and Android software development.

This allows C# developers to use their existing language skills to write applications for all of today's major development platforms. And RemObjects C# works directly with the frameworks that are native to each platform, for example creating 100% native Cocoa Touch applications for iPhone and iPad, or creating pure Java/Dalvik applications for Android.

By eliminating extraneous runtimes, applications created with RemObjects C# are fast and lightweight, and can take full advantage of the capabilities of the underlying platforms.

The brand new product builds on a strong foundation over a decade of expertise at RemObjects Software in building state-of-the-art compilers and programming languages for multiple platforms,

RemObjects C# uses Visual Studio 2013, giving C# developers a familiar environment to reach new platforms. Full tool chain integration is provided, for example allowing developers to deploy and debug their applications right from the IDE to their iOS or Android devices. Full debugger engines for both Java and Cocoa are provided, as well.

"Companies like RemObjects demonstrate the value of the Visual Studio Industry Partner program by expanding the array of quality tools available to .NET developers, enabling them to broaden use of their existing skills," said Mitra Azizrad, General Manager, Developer Tools Marketing and Sales at Microsoft. "We are excited to see RemObjects C# provide Visual Studio developers a great option for using C# to build modern apps across additional mobile platforms."

Pricing and Availability:

RemObjects C# is available starting today, at \$699 (USD) per developer - which includes support for all three platforms (.NET, Cocoa and Java/Android) and one year of free updates. The purchase also includes Visual Studio 2013, so no separate purchase is necessary. A free and fully functional 30-day trial version is available for download as well. You can find more information at RemObjects online.

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Located in Hanover Park, Illinois, RemObjects Software, LLC is a privately held company co-founded in 2002 by marc hoffman. RemObjects Software focuses on providing market-leading solutions that form the foundation of their customer's software projects, and help developers define the very architecture of their application. Their libraries are the infrastructure that successful software projects are built upon. RemObjects Software has been one of the major component vendors for Delphi and a leading vendor in the Microsoft .NET development arena for over five years, and are now expanding the reach of their award winning development solutions to Mac OS X and iPhone developers using Cocoa and Objective-C. Copyright 2002-2014 RemObjects Software, LLC. All Rights Reserved. Apple and the Apple logo, iPhone and iPod are registered trademarks of Apple Computer in the U.S. and/or other countries.

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