

Silver brings the Swift language to Android and Windows developers

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RemObjects Software today announces Silver, the free compiler that brings Apple's Swift programming language to .NET, Java and Android developers. Part of their Elements compiler toolchain, Silver builds on ten years of solid compiler infrastructure to let developers use Swift to create apps for Android, .NET and Java. Swift code will compile directly to IL code that runs on Microsoft's Common Language Runtime, or to Java Byte code that runs on the JVM or on Android.

Hanover Park, Illinois - RemObjects Software today is happy to announce the first release of Silver, the free compiler that brings Apple's Swift programming language to .NET, Java and Android developers. Part of their Elements compiler toolchain, also updated today to version 8.1, Silver builds on ten years of solid compiler infrastructure to let developers use Swift to create apps for Android, .NET (including ASP.NET, Windows apps, Windows Phone, WinRT and cross-platform server apps) and Java.

Platforms:

With Silver, the Swift language supports each of these platforms directly and natively, without bloated abstraction layers that would hide the underlying frameworks. Swift code will compile directly to IL code that runs on Microsoft's Common Language Runtime, or to Java Byte code that runs on the JVM or on Android. For completeness, Silver also directly targets the Cocoa platform, so its users can create apps for Mac and iOS, as well.

Development Environments:

Elements supports developers working on both Windows and Mac -

* On Windows, developers can use the **Visual Studio** IDE (included free of charge), which has been extended with deep integration for Swift **and** a full development and debugging stack for both Java and Cocoa.

* On Mac, developers can leverage RemObject's own brand-new **Fire** development environment which has been developed from the ground up especially for the Mac and for the Elements languages, and Swift in particular.

Pricing and Availability:

Silver is available free of charge, including support for all three platforms and both development environments. Contributions are welcome to help finance the ongoing development of the compiler and its surrounding tools. More information and downloads can be found at RemObjects Software online.

RemObjects Software:

<http://www.remobjects.com>

Silver:

<http://www.remobjects.com/elements/silver>

Download Silver:

<http://www.remobjects.com/elements/download>

Purchase:

<http://www.remobjects.com/elements/pricing>

Screenshot:

<http://www.remobjects.com/images/fire/screenshots/Silver-New-Cooper-Project.png>

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

App Icon:

<http://www.remobjects.com/images/product-logos/Elements-1024.png>

Located in Hanover Park, Illinois, RemObjects Software, LLC is a privately held company co-founded in 2002 by Marc Hoffman. RemObjects Software is a leading developer of compilers, developer tools and libraries with expertise across many platforms and a deep understanding of today's multi-platform development world. Their Elements compiler is build on ten-plus years of solid compiler experience, and their award-winning library products are in use anywhere from small one-man shops to Fortune 500 companies. Copyright 2002-2015 RemObjects Software, LLC. All Rights Reserved. Apple and the Apple logo, Mac OS X, iPhone, iPod and Macintosh are registered trademarks of Apple Computer in the U.S. and/or other countries.

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