

Frameworks:

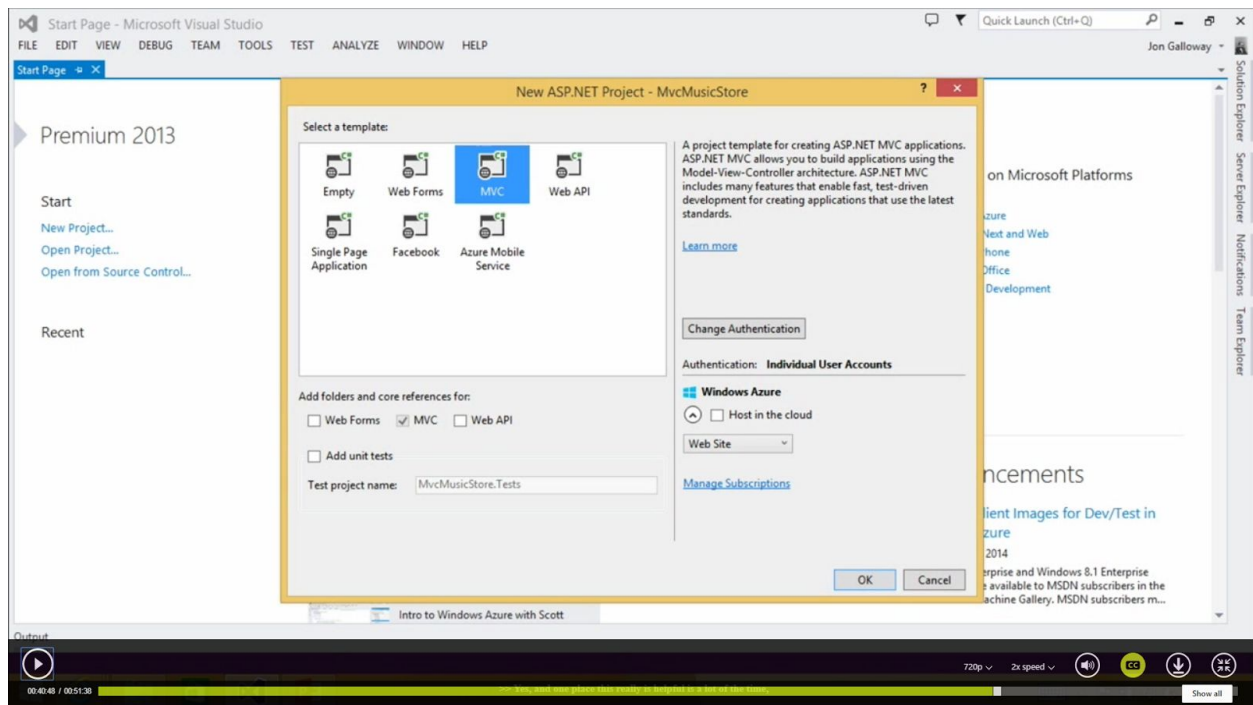
Some form of .NET: From what I can tell, .NET is really your only choice.

<https://csharp-source.net/open-source/web-frameworks>

All of the above seem to be an adaptation of the .NET framework.

A popular web framework: ASP.NET

Easy to host on the cloud; just a checkbox:



MVC Design

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.Mvc;

namespace MvcMusicStore.Controllers
{
    public class HomeController : Controller
    {
        public ActionResult Index()
        {
            return View();
        }

        public ActionResult About()
        {
            ViewBag.Message = "Your application description page.";
        }
    }
}
```

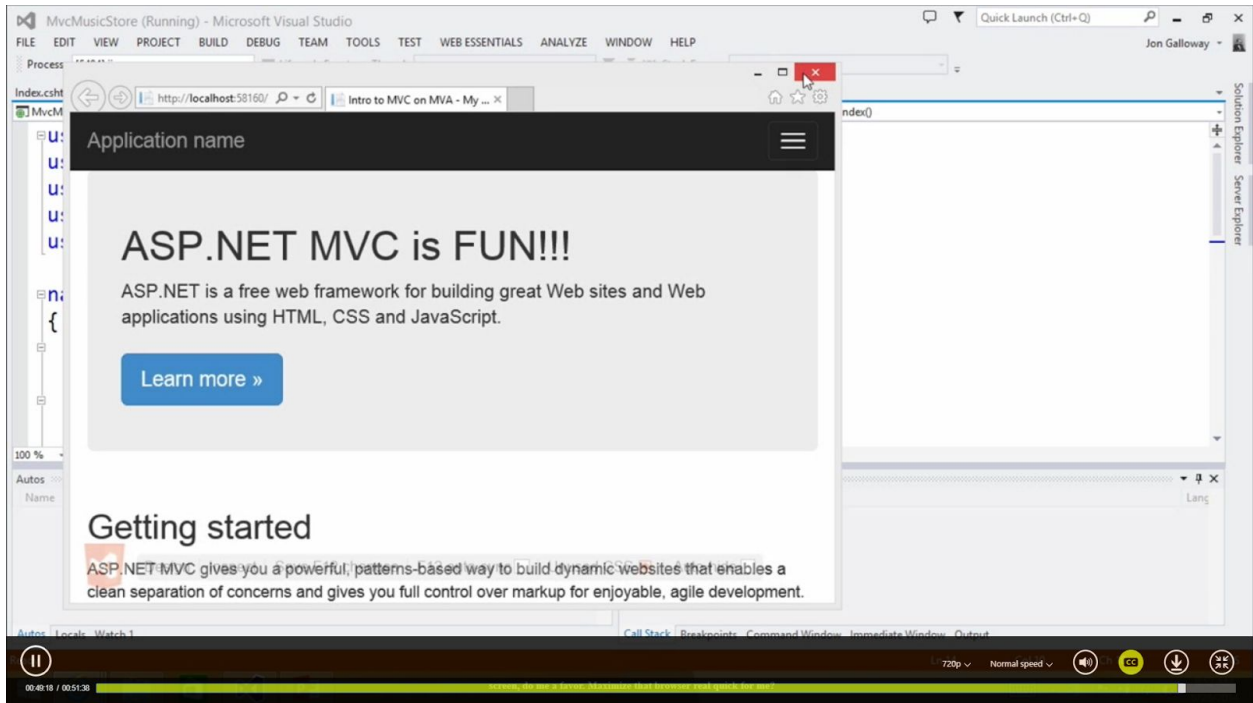
It matches the names in an interesting manner... (This is the view)

```
@{
    ViewBag.Title = "Intro to MVC on MVA";
}

<div class="jumbotron">
    <h1>ASP.NET MVC is FUN!!!</h1>
    <p class="lead">ASP.NET is a free web framework for building great Web sites and applications. It enables a clean separation of concerns and gives you full control over the entire process of application development, from design to deployment, with powerful and modern web development tools, like Visual Studio and ASP.NET Web Tools.</p>
    <p><a href="http://asp.net" class="btn btn-primary btn-lg">Learn more &raquo;</a></p>
</div>

<div class="row">
    <div class="col-md-4">
        <h2>Getting started</h2>
        <p>ASP.NET MVC gives you a powerful, patterns-based way to build dynamic websites that enables a clean separation of concerns and gives you full control over the entire process of application development, from design to deployment, with powerful and modern web development tools, like Visual Studio and ASP.NET Web Tools, for enjoyable, agile development.</p>
        <p><a class="btn btn-default" href="http://go.microsoft.com/fwlink/?LinkId=301851">Learn more</a></p>
    </div>
</div>
```

...and this is the Hello World!

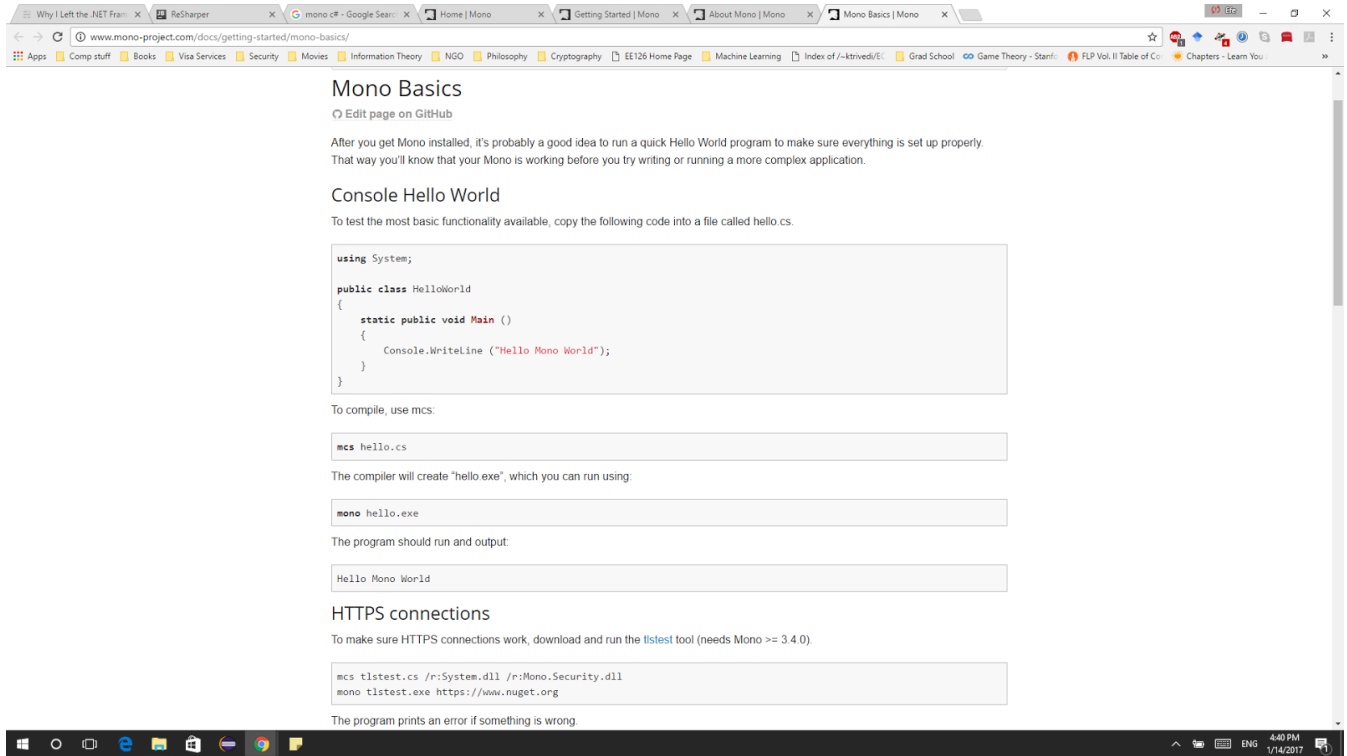


For more training videos, you can go to:

<http://www.microsoftvirtualacademy.com/training-courses/introduction-to-asp-net-mvc>

Mono

Mono is an open source dev platform for .NET (so if you don't have Windows and don't want to use Visual Basic). Apps made in ASP.NET can be carried over to Mono.



<http://www.mono-project.com/docs/getting-started/mono-basics/>

Unity

Unity is a game engine/framework (the difference between those two terms is mainly semantic) that can be used to make awesome looking games with little effort.

<http://www.gamefromscratch.com/post/2015/06/13/GameDev-Glossary-Library-Vs-Framework-Vs-Engine.aspx>



<https://msdn.microsoft.com/en-us/magazine/dn759441.aspx>

Training Links

Read this before committing to C#/.NET

<http://blog.jonathanoliver.com/why-i-left-dot-net/>

C# overall

[https://msdn.microsoft.com/en-us/library/aa288436\(v=vs.71\).aspx](https://msdn.microsoft.com/en-us/library/aa288436(v=vs.71).aspx)

<https://csharp-source.net/open-source/web-frameworks>

.NET framework

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<http://www.mono-project.com/docs/getting-started/mono-basics/>

Unity

<http://www.gamefromscratch.com/post/2015/06/13/GameDev-Glossary-Library-Vs-Framework-Vs-Engine.aspx>

<https://msdn.microsoft.com/en-us/magazine/dn759441.aspx>