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Carl Franklin

Carl Franklin and Richard Campbell interview experts to bring you insights into .NET technology and the state of software development. More than just a dry interview show, we have fun! Original Music! Prizes! Check out what you've been missing!



Richard Campbell

Text Transcript of Show #454
(Transcription services provided by [PWOP Productions](#))



Rory does iPhones!
June 11, 2009
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[Music]

Lawrence Ryan: Hey, Rock heads! Quit blending your interface and listen up! It's time for another stellar episode of .NET Rocks! the Internet audio talk show for .NET developers, with Carl Franklin and Richard Campbell. This is Lawrence Ryan announcing show #454, with guest Rory Blyth, recorded live, Monday, June 1, 2009. .NET Rocks! is brought to you by Franklins.NET - Training Developers to Work Smarter and now offering DotNetNuke video training with Chris Hammond from Engage Software on DVD, dnrTV style, order your copy now at www.franklins.net. Support is also provided by Telerik, combining the best in Windows Forms and ASP.NET controls with first class customer service, online at www.telerik.com, and by GrapeCity Data Dynamics, makers of ActiveReports.Net, simple, powerful and cost-effective reporting for Windows Forms and ASP.NET web applications, online at www.datadynamics.com. Support is also provided by CoDe Magazine, the leading independent magazine for .NET developers, online at www.code-magazine.com. And now, the man who says, "Change is inevitable except from the vending machine," Carl Franklin.

Carl Franklin: Thank you very much and welcome back to .NET Rocks! This is Carl Franklin.

Richard Campbell: And this is Richard Campbell.

Carl Franklin: We're at DevTeach in Vancouver, British Columbia, Richard's hometown.

Richard Campbell: Yes sir, glad you're here.

Carl Franklin: You know, we have been looking at the logs and have been looking at the stats and we're trying to wonder why there's a whole bunch of downloads that don't complete and we're wondering if there's bandwidth problems in other countries other than the United States. Canada doesn't seem to have a problem too. So it's a shout out to our listeners. If you listen to us from a non-US or Canadian country and you're having either slow downloads or downloads that never seem to finish and you really want to experience faster downloads, send us an email, send me email, carl@franklins.net. I really want to know what your speed is like and what your experience is like.

Richard Campbell: What we're trying to figure out here is would it make sense for us to start positioning download servers closer to you would really make that much of a difference.

Carl Franklin: Right. So, you can help us out by sending us your feedback. Also, Richard...

Richard Campbell: Sir.

Carl Franklin: They're still looking for talented developers down in New York.

Richard Campbell: Ah, Infusion.

Carl Franklin: At Infusion, yeah. They've hired a few people in their London office, their Dubai office, their Toronto office, and in New York. So .NET is still going strong even though it's downturn. If you've got talent, there are people out there who are willing to pay good money for you so if you're interested in that, send me an email at carl@franklins.net.

Richard Campbell: Hey, we're not going to read any email on the show today but we do read all the emails you send. So if you've got questions, concerns, ideas for shows, things you'd like to see, things you'd like us to do better, send us all an email, dotnetrocks@franklins.net.

Carl Franklin: Oh, and here's another thing that I'd want some feedback on and this is like the feedback intro.

Richard Campbell: Yeah.

Carl Franklin: I've been thinking about doing some workshops either at the studio, at PWOP studios, or maybe online or maybe associated with a conference like DevTeach, or DevConnections, or TechEd where I do the whole rundown about media and what I mean by that is what it takes to get good sounding audio and good looking video online and I don't mean purchasing it; I mean creating it.

Richard Campbell: Right.

Carl Franklin: So if that is something that you're interested in and that covers, you know, a whole host of things like microphones and preamps and software and practices and compression and all of those crazy things, because let's face it, you know the stores that sell this stuff, they're not working in your best interest. They're trying to sell you stuff that you may or may not need.

Richard Campbell: Right.

Carl Franklin: So there's a whole lot of misinformation out there about the stuff and I think I have some experience in that area and would be able to share. If that's something you'd like to see, also send me email at carl@franklins.net. That's about all I got, Richard. What do you feel like talking about?

Richard Campbell: Hey, I'm just glad you're in my town, man.

Carl Franklin: Yeah, it's been fun.

Richard Campbell: And next week, Norway.

Carl Franklin: The ribs were amazing, dude.

Richard Campbell: Thank you.

Carl Franklin: Yeah.

Richard Campbell: I spent all day cooking those for you.

Carl Franklin: And you're doing like a podcast, a barbeque podcast or something?

Richard Campbell: Yeah, we're dabbling with it. So, the one Canadian in the whole world that actually won a US barbeque championship, a guy named Ronnie Shewchuk, is a friend of mine and he asked me to help him out making a barbeque podcast. So, we shot a couple of pilots and we're going to start putting them together and see what people think.

Carl Franklin: So, he came to your house and you did a sort of face-to-face...

Richard Campbell: We did a recording, that's right.

Carl Franklin: That's cool.

Richard Campbell: It was very easy to chat with him about doing barbeque.

Carl Franklin: That ought to be fun.

Richard Campbell: Yeah.

Carl Franklin: So maybe I'll edit one of those for you and we'll put it up and see if people like it.

Richard Campbell: See what people think.

Carl Franklin: All right. Now let's get to our previously recorded interview. Now, it's my pleasure to introduce shows 50 through 100 guy.

Richard Campbell: Nice.

Carl Franklin: That's Rory Blyth riding on a John Deere at neopoleon.com writing iPhone apps. Hey Rory.

Rory Blyth: Hi.

Carl Franklin: Rory Blyth, how the hell are you, man?

Rory Blyth: Good.

Carl Franklin: Everybody wants to know, what the hell happened to Rory? Where has he been?

Rory Blyth: I explained to you before this started I got frozen in carbonite and disappeared for a while.

Carl Franklin: Ah.

Rory Blyth: Hang on the wall by a big, huge, weird alien in his music chamber. I was followed by a beautiful woman and when I looked up you done like 600 new shades of your show and the world was different and, well, actually, okay, that's a lie. I went on like sort of hippy soul-searching stupid quest to understand myself and people, and it was a big waste of time. I mean, it's a big disturbing waste of time and then I got bored and now, that's really like the condensed version because it's been like, I think, almost 2-1/2 years since I've really done anything in tech that anybody knows about, and I've talked about...

Carl Franklin: Yeah. I mean, you've been writing on your blog but nobody really knew where you were working or anything.

Rory Blyth: Well, I haven't even been writing that much because I was in a relationship that was like, I don't want to call it like an extra fulltime job since I didn't have a fulltime job, but it was like -- it was just a big, horrible, stupid thing that was taking up a lot of time in my life...

Carl Franklin: Oh.

Rory Blyth: And I gave up things that I really loved like writing and food and whatever just to make that thing work and happen, and that's another big, dumb, stupid thing. Introspection and relationships are both big stupid waste of time.

Carl Franklin: Big stupid waste of time, yeah.

Rory Blyth: And when I wasn't doing that, I actually -- can I tell you a quick story?

Carl Franklin: Yeah.

Rory Blyth: Like that, is that okay?

Carl Franklin: Yeah.

Rory Blyth: Should I get Richard's permission? Richard, can I do that?

Richard Campbell: Oh dude, go for it.

Rory Blyth: I want to check with everybody, okay.

Richard Campbell: Okay.

Rory Blyth: Please man, please. So will you please stop talking. So here's what happened. Maybe 6 or 7 or 9 months to go, it was something like that in that neighborhood, it was months. I was sitting on my sofa and I was reading one of these Macintosh magazines. You know, it's like about Mac stuff, like Apple disk, everything like I this and I that, blah, blah, blah, blah, blah and I kind of hate these things but I was reading them and, you know, I didn't have an iPhone because I still love Windows Mobile – I was a big Windows mobile guy, that was my thing and when I was with Microsoft I loved Windows mobile and all I'm saying there was a guy, Larry Larson, who heads up on 10, Channel 10, one of the sister channels of Channel 9, and he brought an iPod Touch into the office like shortly before I left the company. It was the first time I've never seen anything like it. I kind of flipped out. So I kept my eye on the stuff but I didn't want an iPod touch, I wanted the phone, I want to carry a phone and not a iPod disk or whatever, I just want a phone.

Carl Franklin: Yeah.

Rory Blyth: Finally, the iPhone comes out and I'm not ready to switch because there's just nothing compelling about it, but you know me and like my weird appetite for curly things, like clothing, and fragrances, like eyeshadow and dresses, whatever.

Carl Franklin: Tsara.

Rory Blyth: I mean, I lived with you for a while. You got to see the dark side of Rory Blyth living his private life in your office for several weeks.

Carl Franklin: Yeah.

Rory Blyth: And for anybody who doesn't remember, that's when I move out to Connecticut. I was actually living in Carl's office.

Carl Franklin: Yeah.

Rory Blyth: Where he is probably sitting right now.

Carl Franklin: No, no, no, the futon is long gone, my friend.

Rory Blyth: Well, you got rid of it after I left you.

Carl Franklin: We threw it out the fire escape one night at 3:00 in the morning along with several other pieces of furniture that I want to explode because it was easier than taking it down the stairs.

Rory Blyth: That's awesome. Yeah, so I was looking through this Macintosh magazine and I come across this app. It's style.com and it's for the iPhone. This is like for me the killer app that makes you want an iPhone. I'm looking at it and I'm thinking, oh my God, like I can go and I can look at fashion shows, and I can look at fashion photographs, and I read like, fashion blog stuff wherever I am, anytime of day or night, wherever, in the middle of nowhere, while waiting for the bus, I hadn't ride the bus yet but I am going to ride the bus so I could start using it at the bus stop and feel awesome about that, but I didn't have an iPhone, I wasn't quite there. So there's this other guy, Jeff Hardison, and you probably never met but he's only got me into the New York Times back in 2003 like right before I did my first show with you.

Carl Franklin: Okay.

Rory Blyth: And that was back when he was representing Amazon and their web services initiative stuff, and I kept in touch with him and he told me, like he's got a good idea of what I like, and he said, "Hey, there's this guy you got to meet, Spotlight Mobile, that's the name of the company."

Carl Franklin: Okay.

Rory Blyth: They're doing this mobile stuff, reach on to one of the mobile, they're doing an iPhone development and I just think you'd really, really like it so I did something I've never done before in my life and I asked for an introduction. Normally I would want to be in good standing introduction or else I'd feel, you know, like they don't really want me. So I asked for one and I got it, and I met up with these guys, the two founders, Kio Kugo and Nick Ferrano, both of whom graduated from Cornell where they did a lot of work in human computer interaction lab which is like where you figure out just exactly how to lay things out in an app in such a way that people never need a manual or have to think about anything. Like the first time they got in my car, they've really done the dashboard in five seconds, like that was the first thing they did and I left feeling really insecure about my car but they're very good at what they do, and

we're talking and we got about half an hour into it and they say, "Have you seen our style app?" And it doesn't even click for me, I'm like, I don't know, I mean I was thinking this sounds like some stupid codename for some internal theming app or something dumb and I was expecting something dumb even though they were really smart. I was like, "Come on," you know, like style or whatever and then they were like, "No, style, style.com." Do you remember how I looked when I found you and Mark on top of that hotel at the party I crashed with Scott Hanselman?

Carl Franklin: Yeah, you were kind of like, "Who are you?"

Rory Blyth: I was kind of speechless and like holy, you know, can I say the SH word on the show now?

Carl Franklin: Yeah, sure.

Rory Blyth: Are you sure?

Carl Franklin: Yeah.

Rory Blyth: I'm not going to do it now, I'm just checking. I might do it later but, you know. I was like holy muffins, it's you guys, and when I found out, for example, that you, I mean you were the .NET Rocks guy like standing right in front of me. I don't know if you remember, I was almost going to reach out and twitch your nipples to adjust the volume.

Carl Franklin: You were giddy.

Rory Blyth: I was giddy and I was the same way with this and I knew then that I had to work here so I went home and I wrote this 45-page document called Hire Rory Blyth and I don't know if they read it, I think they kind of gave up in the face of it and were just like okay, you know, let's get this guy our back, by hiring him. So they hire me and they -- that must be back in October, November and you know, I got my iPhone, I got access to the entire style.com codebase, like if I wanted to, right then I could've replaced every photo with me and it has gone out to hundreds of thousands of users, you know, like that kind of excitement and power and potential for -- and actually they're listening right now, I should not say all those stuff but, you know, if somebody were very bad and wanted to do that, they could. You know, a really bad person could do that not me. It was kind of meeting you and it was kind of like I need to take part in .NET Rocks! There was this amazing thing that I had really fallen for and now I get to be a part of it which is just nuts. So they set me up with my space here and just let me get going on iPhone development and I think that's kind of, Richard, what you were telling about

email, like what do Windows developers need to know if they want to do iPhone development.

Carl Franklin: Yeah, I'm dying to know.

Rory Blyth: Well...

[Laughter]

Richard Campbell: Really.

Rory Blyth: Yeah, that was like...

Carl Franklin: That was like a Sponge Bob laugh. What was that?

Rory Blyth: That was like a mixture of pain and happiness and joy and suffering.

Carl Franklin: So that's kind of the experience of iPhone development, a mixture of pain and happiness?

Rory Blyth: Oh my God, you don't have no idea.

Carl Franklin: You mean lots of pain.

Rory Blyth: Yeah. Well, you look at Apple, you look at what they do and they make incredible stuff, they make incredible software, hardware, everything. It's gorgeous, it's beautiful and you wonder why isn't there more of it, like why do they do -- and this was the thing back in the days a few years ago. Yeah, I want an Apple but nobody writes software for them, and why, what figured this out. We are so spoiled in Microsoft land.

Carl Franklin: Visual Studio, yeah.

Rory Blyth: Oh my God, not just Visual Studio, dude. VB6 is spoiling us in terms of like what you have to do to make Apple stuff happen. When was the last time either of you had to manually manage memory?

Richard Campbell: 1999?

Rory Blyth: Have you ever done it?

Carl Franklin: Oh yeah. I did my best to construct and destruct.

Rory Blyth: Okay, okay. So you've done it and have you ever had to spend any amount of time living without garbage collection?

Carl Franklin: No. I've always enjoyed garbage collection even back in QuickBASIC except in C++.

Rory Blyth: Yeah.

Carl Franklin: So you're talking C++ Raw-Metal development.

Rory Blyth: This is actually not C++. This is a strange, weird -- I mean, of course only Apple could do this, it's the one you called Objective-C.

Carl Franklin: Oh right, yeah.

Rory Blyth: And in a lot of ways like it's the one that I wish had really taken hold because C++ to me is just the biggest, disgusting, nightmare of a language ever invented aside from the ones that were intended to be that way for fun, for jokes, for games. Like C++ is ugly.

Carl Franklin: So I have heard of Objective-C of course, but not being a Mac guy and not being even close to a Mac programmer guy, I have no idea what the experience is like except for some anecdotes that I hear from time to time but all I seem to hear is pain from Microsoft people who...

Rory Blyth: Okay. I was just going to say, like you said all you hear is pain and like you're not talking to Objective-C developers because you talk to a C and Objective C developer who probably is someone who has not spend a lot of time outside of Objective C land, like have been doing Apple development for years, they're convinced that they are in like coding nirvana, right?

Carl Franklin: Yeah.

Rory Blyth: Like this is like where everybody needs to be and this is a good place to be without having any idea of this thing they called .NET which is so vastly superior, but they got this really, really looking down their nose at you attitude at you about the superiority of their amazing Objective C and any attempt to quarry that results in a terrible flame war that you will lose because you're all alone stumbling in there from Microsoft land. The truth is, and I've been mentioning this a bit here and there, are you guys familiar with Stockholm Syndrome?

Richard Campbell: Oh yes.

Carl Franklin: Refresh my memory. I've heard the term.

Rory Blyth: Basically, it describes what happen when you fall in love with your kidnapper or your aggressor...

Carl Franklin: The Master, yeah, the slaves are sort of idolizing their masters and things like that.

Rory Blyth: Well, partly the reason you do it is that if you can sympathize with your aggressor, then you feel like you're not a victim, like you're kind of in control. So Objective-C, like there are just legions of people out there who are currently suffering from Stockholm Syndrome, like if you talk to someone who codes in Objective-C and they're like, "Oh God, I love it. It's a modern this and that language and it's amazing and it has manual memory management. It's just everything you've ever dreamed of." You know, Stockholm Syndrome, right, this is somebody who is suffering.

Carl Franklin: So let me ask you a couple of questions. First of all, I assume there's no sort of framework because of the way that you say you have to do memory management yourself. But there has to be some graphics primitives or libraries for doing graphics because obviously the stuff that's on the iPhone is really sleek.

Rory Blyth: Yes. So actually the one thing that's probably kept the stuff going for so long is that there is a framework and it's not bad. There's some ugliness in it but it's not bad and on the desktop it's called Cocoa and it is literally as old as Max Headroom and New Coke, that's how long the stuff has been around. It appeared first on NeXT. Remember Steve Jobs little project after he got fired by the people he hired to manage Apple. So he started NeXT, then he created Nextstep. Well, he didn't create it but you know what I'm talking about. He did that few jobs where he founded and he was like, oh, this is great. Nextstep was built around this technology, it was all Objective-C, it was all Cocoa or at least mostly I should say, and it was this modern object-oriented desktop programming environment back in maybe '86, '87, whatever it was, and one of the things they did is they created this great framework. Well, created at that time pretty good now, and for the iPhone, they didn't exactly port Cocoa. There's a lot of Cocoa in there but they also have iPhone specific APIs that have names like UI kit, AppKit, that are modeled in a lot of ways off of Cocoa and you can actually tell really like what land you're in because all Cocoa libraries and API calls have the prefix NS, standing for Nextstep, like that is how ancient this stuff is. It is old, okay.

Carl Franklin: Does Cocoa have memory management?

Rory Blyth: Well, Cocoa is just a framework. So Objective-C is a language that is lacking and, well, it's lacking on the iPhone. They just came out with Objective-C 2.0, and the amount of time that it took me to go from elementary school to middle school and dropping out of high school, dropping out of college and moving to Paris and

moving to London to getting engaged and disengaged and having these two relationships, .NET Rocks and Microsoft, Apple managed to come out with version 2.0 of Objective-C and they added like properties and garbage collection.

Richard Campbell: Wow.

Rory Blyth: And you would not believe how happy they are about this.

Carl Franklin: Yeah.

Rory Blyth: They think they invented it.

Carl Franklin: I'm looking at it now in a developer guide, NSArray. So everything has a prefix.

Rory Blyth: Yeah, NSArray.

Carl Franklin: NSArray for Nextstep.

Rory Blyth: Yup. That's what the NS stands for and even the tools that have been there a couple of years ago were just like skinned ports of the same development tools going back again to like 1942, like they are not new fresh tools really. They had since come out with some code called the Xcode which is a little bit fresher and nicer, and they're sticking with something called Interface Builder which is what you use to make UIs but it will have you weeping and confused in the corner alone naked crying within seconds if you're having fire without like guarantee it. But yeah, Cocoa is like where heavy lifting is done just like with .NET or Java.

Carl Franklin: Okay.

Rory Blyth: Like you take Java and separate it from its framework and its nothing, you know, and you take C# which is a beautiful language getting separated from the framework and it's nothing, everything happens on the framework and it's pretty much the same way with Objective-C, you have the language and you just use its thread for framework.

Carl Franklin: Didn't you call the tools away at least?

Rory Blyth: Well, yeah, but this one is you got what you paid for thing. Like you get the tools for free and you get the iPhone SDK for free, you have to sign up basically to receive a bunch of privacy information and MBA style of things you got to agree to. So you download your bits and at that point you can fire up the development environment, you can write iPhone apps but only for the iPhone simulator which is running on the desktop. So it's not an emulator, it's a simulator. It just kind of reflects what

it's going to be once you get it on to the phone. You remember the old days? Didn't we used to have in the Windows world, didn't there used to be simulators?

Richard Campbell: For mobility, yeah.

Carl Franklin: Yeah.

Rory Blyth: We had Win CE just compiled for x86.

Richard Campbell: Yeah but you have like a Smartphone Simulator and you have the Touchscreen Simulator and you could try out all of the different features and it sort of work. You still definitely would go from there to compile on to the actual phone and it would be a surprise.

Rory Blyth: Yeah, I'm surprised. The systems that are not implemented exceptionally, that would be a surprise.

Carl Franklin: What is Xcode?

Rory Blyth: Xcode is the IDE just for coding.

Carl Franklin: Okay.

Rory Blyth: It's now in Visual Studio where it's all integrated.

Carl Franklin: Looks like iTunes.

Rory Blyth: Which it looks like iTunes. Well, that's probably just because it's running on the Mac and everything that runs on the looks like everything else running on the Mac, yeah. They're big on visual consistency. So Xcode, it's where they're trying to get things like co-completion working and refactoring working. They finally got refactoring working in one of the latest betas so I can now rename a method name and have it be renamed mostly correctly elsewhere which is a very exciting thing in the Apple development world, and I know I'm crapping on here but seriously this stuff is arcane, it's ancient, it's difficult.

Carl Franklin: So you got to be a real bit head in order to do iPhone development. How come they look so good then? I mean, where is the art coming from? Where is the style coming from?

Rory Blyth: Okay. Now that is an excellent question and that is like one of the things that Apple excels at. If you want to do iPhone development and if you want to get your apps approved so that they can be sold or given away in the app store, you have to do everything according to the set of guidelines,

like Objective-C and its associated frameworks are voodoo. They're just strange magic voodoo and there's so much going on that you don't know about, there are no rules, there are just like suggestions and so in the Apple world you read a lot of documentation that says do this, don't do this. If you're going to stick like a button on the screen, then stick it on the screen like this, which is totally different from the Microsoft world where they basically gave us tools powerful enough to build desktop apps for the phone. Like if you really wanted to, you could lay out a form with buttons the way you would on a desktop and with text boxes and everything and the flexibility is insane. With the iPhone, they actually design the framework and limited the framework in ways such that you'd almost have to try to do something really wrong. A lot of people make horrible mistakes. Most iPhone apps are really garbage at least in so far as the way they were coded and designed but they're still functional because Apple goes so far of its way to, like foresee, to do things in the way that they think is right. So if you happen to be using Interface Builder, which is the GUI-designed tool, you'll have like, you know, you got snapped too, you got these guidelines that show like you know everything is lined up properly, it's like this static sensor that just knows when things are appley and feel good.

Richard Campbell: Little apple gets a smile on its face when you get it right.

Rory Blyth: Yeah, it's like "Thank you." Ah, you know, it's very, very Apple in that...

Carl Franklin: If anyone wants to see the QuickStart guide for creating an iPhone app which shows you've got to do a Hello World with these tools, shrinkster.com/16z0.

Rory Blyth: And once you get that, once you walk your way through that you will have learned just enough to be at the point where I really want to do iPhone development.

Carl Franklin: I particularly like the directive @synthesize window.

Rory Blyth: Yeah. That's an Objective-C 2.0 feature. Synthesize is the directive that you use to tell the compiler to generate your getters and setters for property you declare, because getters and setters in the Objective-C world are kind of weird because of the manual memory management which is all based on reference counting. When you wrote your getters and setters in Objective-C 1.0 for the first five decades that that's the one you were using, you have to think about how the object is going to be used, how the value is going to be used and how long it's going to live, and you think about things in terms of like ownership and it's almost like game programming

in that you want to scope things in such a way that you're going to be creating and destroying as rarely as possible and trying to reduce the number of I would say like objects wanting to use other objects that you use like appley terms. They talk a lot about wanting, it's kind of gross, but you have to write code that would free app like in previous instance or that would say I no longer need to use this previous instance, now give me the new one and it's really tedious stuff and so it synthesizes that stuff for you, not necessarily as having to describe it because there are different attributes you can provide the property directive some of which will indicate that you wanted to manually handle that memory management for you, some of which will just be a simple assignment where you just get the pointer and you use it. Sometime the value is copied over like in the case of strings where you've got this immutable value that just perk and copy the thing. So there, the synthesizer is there to create those properties for you.

Carl Franklin: Looking at the iPhone development fact. Do Objective-C properties may be backed up by instance variables or accessor methods for them to work? The answer is yes. What's that all about?

Rory Blyth: Well, on the iPhone that's true, like what you're going to be doing in the header file, and yeah, I said header file, I said header file, in the header file where you're describing the interface, you'll see the interface directive in there, you declare your local instance preambles.

Carl Franklin: You mean user interface or interface interface?

Rory Blyth: Interface like API Interface.

Carl Franklin: Okay.

Rory Blyth: So you have like if you're going to do a customer class, you'd be specifying your local variables for name, age, address, whatever, and then in that same file you create the properties so we use the property directive to specify a property and oftentimes just out of convention you name the property the same as local variable and when you do that then in the implementation file, so not the header file but the implementation file where your actual real code goes, you would synthesize and you'd enter the name of the property that you declared and it Fwill automatically create getters and setters that you will never see. They'll create getters and setters that will assign values to the local variable that corresponds to the property name and you can specify the name of the local variable that you want property to work with but by default it's easier to have a local variable that has the same name as the property that you're declaring.

Carl Franklin: This portion of .NET Rocks is brought to you by our good friends at Telerik who bring you this message. One of the drawbacks of using third party tools is that you have to deal with numerous vendors so say goodbye to consisting quality in service level. Fortunately, that's not always the case. Our friends at Telerik, for example, are true one-stop shop for .NET. They recently rolled out their Q1 release which is just packed with good stuff. Start with Silverlight, an incredible grid, chart, editor, and everything else, a whole suite. A 3D chart, yes, 3D in Silverlight is coming soon as well. The traditionally strong ASP.NET AJAX we got even cooler. New controls, Visual Studio extensions for quick project kick-starts, new examples and scans, you name it, and how about web testing. Yup, Telerik is now offering a powerful solution for automated testing of modern AJAX applications. It's called WebUI Test Studio and is developed in partnership with ArtOfTest. Then comes reporting, WPF, Win Forms, but I'm running out of time so just go to www.telerik.com and be amazed. And hey, don't forget to thank them for supporting .NET Rocks!

The thought that most cross your mind while you were doing all this, that you should probably spend less time practicing how to break this code and try to instead write some sort of translator from C# but it sounds like, from what you said so far, it wouldn't necessarily work because these objects are reference counted and you have a disposable memory manageable garbage collector in C# and you don't have that.

Rory Blyth: Yeah.

Carl Franklin: So it's just a lot of stuff that has to be done manually and it has to be done in a custom way. It doesn't sound like there's anything that you could generate generically that would just one size fits all.

Rory Blyth: Well, you'd think there would be.

Carl Franklin: You would.

Rory Blyth: Like I was having a talk with Nick here about the reference counting and the talk we're having is, you know, each object here knows how many times it's being retained and retaining like for those of you who aren't in this world because you left it in 1986, like retaining is when you say you get an object and you might have to retain it, that increases its retain count which is the number that you use to keep track of how many objects are using it. Once that amount reaches zero because it has been released by those objects, once you're done with it, it will be deallocated and freed back into the

big waste so you have little ones and zeros and -- wait, what was your question? Come on, Carl, what's your question?

Carl Franklin: Well, you'd think that there'd be some way to translate between C# and I thought that will be very difficult because you've got reference counting in Objective-C and you don't on the iPhone and you'd have to write your own garbage collector or just not do it.

Rory Blyth: Well, that's the thing. It's so close that I guess what I'm getting at here is that there's information that's being kept around that says, hey, I actually have a pretty good idea of how many things are retaining me and the system kind of knows about it to an extent and I was like there's no garbage collector but they're so close and Nick says, yes, kind of like there's a garbage inspector.

Carl Franklin: You have garbage, now do something about it.

Rory Blyth: Yeah. You know, you get a low memory warning and that's what you get.

Carl Franklin: Yeah. You know, that might explain why Safari on the iPhone just likes to evaporate once in a while.

Rory Blyth: It does and that's exactly what's going on actually. So first off, I don't know if you guys are aware of this and especially coming from Windows Mobile where we have so much freedom, on the iPhone unless you're Apple, you can only have one process running at a time. So as an app developer, you cannot kick off another process, or you cannot actually have your app remain in memory while somebody is using another third party app. The only time your app is running is when you're looking at it and interacting with it, otherwise, it's off.

Carl Franklin: That's right. Doesn't it store its state somewhere when you switch from app to app?

Rory Blyth: Oh, we wish. Okay, so that's another thing in the Apple guideline. They tell you that you have to store the state of your app and they tell you to do it like down to the pixel, like down to the level that scrollbar has to move down the screen but they provide nothing for you to do this. So you wind up using what is actually a pretty cool system based behind something called NSCodering. They use different words for everything in Apple land, but Touch in the .NET World we just look at it pretty much as serialization of our objects and as long as you're working with the class that implements the NSCodering protocol which is kind of confusing. In the .NET world, Objective-C protocol is kind of the same thing as a .NET interface. So here's the call if you have to

implement, if you implement this interface. In Objective-C land, that's called a protocol. So if you conform to implement the NSCoding protocol then these methods you implement get called automatically that allow you to store whatever information you need to as your app is being shut down so that when you fire a back-up again it will -- I was going to say automatically but it's not automatic and you can manually magically, hopefully recreate the experience right down to where the user left off or where a phone call interrupted the app.

Carl Franklin: The key is it's up to you.

Rory Blyth: Oh yeah, yeah, they tell you you have to do it but they do not tell you like what to do and they give you a few little reminders starting points that are totally insufficient for getting it done and I thought that was kind of lame.

Carl Franklin: Do you have a file system available to you?

Rory Blyth: You do.

Carl Franklin: Can you just write up to a file and read it back in?

Rory Blyth: Sort of. The issue here is that, you know, talking about frameworks for example, there are only a few different kinds of iPhone apps really when you get down to it and when you move the strange things out of the way like games and maybe scientific apps, you're left with regular apps and they tend to be built around navigational concepts like you'll have a tab bar-based app. That's the foundation for how your app is navigated or you'll have the navigation, what they call the navigation-based app, and that involves the set of view controllers. So they've got the model view controller pattern going on and you keep all your logic in view controllers and there's a special view controller called a navigation controller and that lets you push what would be the equivalent, I guess, of new windows onto the stack so that you're kind of navigating deeper and deeper and deeper into your app. They've got this pit that keeps track of where you are in the app and what screen you would need to pop to return you to the place you started. So when you're serializing the stuff out, when you're saying it, you actually have to -- you got to save that, you got to figure out like the best way to try and save where you are in that stack and it's insane, and when you're firing a back-up and you're reconstituting things, you'll have some funny logic in there where you're going to have manually push those screens back onto the stack and you're going to have to shut their state appropriately according to what it was when the user left. It is a lot of work. It's cuckoo, it's crazy.

Carl Franklin: So get this. I had a friend who is a Mac user and he decided he wants to be a Mac programmer so he takes a class in Mac programming and one day he asked me if he can ask me a few questions and I said, "Well, I'm not a Mac guy, I don't know anything about programming on the Mac," and he said, "No, no, they're pretty basic questions." I said, "All right, shoot." So we go out for coffee and he goes, "I don't get the concept of files. What's a file?"

Richard Campbell: Oh boy.

Carl Franklin: Now this guy had been using a Mac for a long, long time and he sort of had a programmer mind but it just -- I'm not trying to pick on him saying he's an idiot because he was a new programmer, but the fact is that the concept of files is completely hidden from the Mac user, I mean everything is like a document or something else, like they have different names for different types of files and there's this sort of ubiquitous, I don't know, I guess there is now but back then...

Rory Blyth: There's some weirdness but yeah, I mean you're on the right track.

Carl Franklin: It was just kind of strange. Ever since my TRS-80 I knew what a file was.

Rory Blyth: Yeah. Well, like even in OSX nowadays, like if you're accessing things through a terminal window, through a shell like life looks pretty normal, like you see files and you get it, but when you're using finder like which is like the equivalent of Windows Explorer, you'll find that apps are actually these things called bundles and a bundle is really just a folder that contains a metadata that says, hey, make me look like an app in the finder window which gets to be a real pain in the ass because when you try to add a bundle as an email attachment for example, you can actually have a big problem. Like GarageBand actually stores your songs as bundles and so you can't just share GarageBand because you're sharing like a big chunk of your file system and so there's some really weird stuff that does go on and yeah, I can understand why this guy would have been confused.

Richard Campbell: You know, besides the Objective-C approach to building iPhone apps, it looks like there are a couple of other things going on there. Have you look at PhoneGap?

Rory Blyth: First off, are you talking about jailbroken fones because that's the only other way really that you could be -- if you're using a sentence where you're like what about alternatives to Objective-C, then you're talking probably about jailbroken.

Richard Campbell: It has to be Jailbroken.

Rory Blyth: Yeah.

Richard Campbell: Well, the PhoneGap was all about cross platform development, but then now Miguel de Icaza has come out and said, "Hey, we've got a way to compile apps from C# into iPhone and they're on the app store now," which to me doesn't sound like Jailbroken.

Rory Blyth: What? That is very him but that's also like I didn't know about that. I had no idea about that.

Richard Campbell: Typical Miguel de Icaza, right. He turns the whole problem on its head.

Rory Blyth: Yeah but that's more like magical and the magical stuff I've been working. What is it called?

Richard Campbell: The technology from Mono is called Ahead-of-Time compilation and it's just a feature of the runtime for Mono. That implements C# 3.0, generics, all that good stuff but one of the options when you do AOT is you can compile to the iPhone.

Rory Blyth: What? This is lies. You stole my job as co-host and now you lie, Richard Campbell.

[Laughter]

Richard Campbell: I can't say that I've done it, I'm just reading about it and going, huh, look at this.

Rory Blyth: I'm sorry, so this is like a feature of the Mono compiler?

Richard Campbell: Yeah, there's a new version of the compiler that has this thing called AOT, an advanced compilation option, Ahead-of-Time compilation, AOT, and apparently one of the capabilities it will have is to be able to compile other platforms like, I don't know what they're talking about, making it work for the iPhone and according to the press release, I've just read the press release here, de Icaza saying, "Hey, there are already apps that have been written in Mono that are running on the iPhone that are in the app store."

Carl Franklin: Woh, that's crazy.

Rory Blyth: I wonder if they created like a .NET wrapper or a .NET...

Richard Campbell: But this gives back to the core question of how much control does Apple actually have. If you just send them the compiled app, how could they know how you build it?

Carl Franklin: Here we go. Here's the answer, mono-project.com/Mono:iphone says the Mono runtime has been ported to the iPhone OS and a commercial port is available for iPhone developers. 1) Notice at this point a significant amount of cross compilation is required. This is far from easy. 2) Know iPhone APIs have been exposed so you get the very basic function. Unity Technologies today is shipping Mono with their Unity gaming platform. It's the easiest and fastest path to use Mono on the iPhone. Check it out at unity3d.com. Both the Mono runtime and the Mono C# compiler are available under proprietary license for those who cannot or choose not to use GPL and GPL code in their projects. That sounds like yes, but.

Richard Campbell: Isn't that always the case?

Rory Blyth: Like what I'm saying about here is one of the reasons that we're also depended on Xcode and Apple and all that, as if there is some special behind the thing, stuff that goes on like you can just get your app on your own device just like a magic thing that goes on, it's like actually these guys have a way of creating the binary and hoping and not actually testing and shipping it off to Apple with the appropriate metadata, then yeah, maybe they would opposite or I guess definitely they have published them. Well, I guess there are ways to do it. That's just wow.

Carl Franklin: Yeah, that's wow.

Rory Blyth: There's no directly supported or Apple endorsed way of writing apps for the iPhone using anything but Objective-C and the frameworks they provide.

Richard Campbell: Right.

Rory Blyth: I want to see this stuff now.

Richard Campbell: I didn't mean to distract you.

Rory Blyth: And I want to say as well, because I mentioned getting the app on your phone and this is something that will probably drive Windows Mobile developers crazy. You have to pay to be able to get your app on your own phone for testing.

Richard Campbell: Really.

Rory Blyth: Yeah. You have to sign an iPhone developer account and it's only 99 bucks and it will last a year and that also gives you access to submitting to iTunes, at least I'm pretty sure you can't see that, like don't anybody quote me on this, because Apple I think they get all uptight about numbers and lies and stuff, but I'm pretty sure that's

what it lets you do and that seems like a real jet because you're thinking, man, like in the Windows world they just deploy and there you go, but we got the tools for it, you got the IDE for free, you get the GUI builder for free, you get the SDK for free, in the end what's 99 bucks really. It's kind of a pain and it kind of sucks and it does makes you feel jiff if you're one of this mobile developers, but yeah, you do not by default get to deploy it on your own phone.

Richard Campbell: Yeah and that's when it gets to you, it's your own phone. I'm not trying to give it to anybody, I'm just trying to test, but for \$100 a year, you can't get too anxious.

Rory Blyth: Well, and it's also like if you look at the Apple world, I think they did this on purpose. I actually believe that one of the reasons they're making Objective-C like the only language that you can use aside from the technical difficulty of incorporating others because on the desktop you can use like Ruby and Python and they have great Java bindings for a while, you could do all sorts of stuff, like they could make this happen and they could make garbage collection happen on the iPhone and hopefully they will, I've heard they will but I think they do this to keep the numbers down.

Richard Campbell: Keep the riffraff out.

Rory Blyth: Yeah.

Carl Franklin: Well, that's sort of a built-in filter, right.

Rory Blyth: Yeah, if you look at the Windows world over the years, like back in the day free ware and sharing was great because it was actually pretty high quality at that time and there was not tons of it. Even without Google, you could find something that was good that you wanted and for those we're thankful but over the years it just got so easy that everybody in the universe is writing and releasing stuff for Windows and we have so much duplication of effort and so many form of implementation of so many things that one is ticking off. You know, we often sell like the worse. Implementation of the solution is becoming the most popular and that's one thing that happens when you got multiple overlapping approaches to the same problem. So in the Apple world, yeah, the riffraff, they kind of try to keep people out, they shut a bar that you got to really want to develop for the stuff. You have to figure out Objective-C, you have to learn to live with many memory management, you've got to work with these junky fools, you've got to go through this insanely like certificate, profile metadata driven process to get your app even submitted for consideration at the app store where the thing goes into the strange black box that nobody understands

anything about what goes on there and maybe gets spot up at the other end in the app store which right now is like this monolithic just, you know, they need some Google in there. You go to the app store, you're looking for something and you'll say like, "Hey, I want to get a productivity application," and be presented with 80,000 apps and no efficient way to organizing the filter room, the page room. You just go to go through and look at the icon and think do I like that icon? Is that icon? Do I think that's a good app for that icon?

Richard Campbell: Wait a second. Think what you just finish saying. We're talking about Apple keeping the ripwrap out so the apps don't get out of control and then we get to the app store and I'm with you, I've been there, the apps are out of control.

Rory Blyth: Yeah and it says double things. Maybe they did not expect things to get this way because they were use to the desktop world where there is really not that much activity until you have a lot of open source free projects. You have to pay for like an FTP client on the Apple if you want something good or a newsgroup for you. You got to pay. I'm talking about just a couple of years ago, you would still be paying and even now if you want something really good you will pay. You're not going to find a lot of free ware stuff a lot of time and I just don't think they expect it. So they're just overwhelmed with the system that was not design to handle the number of apps that are in there, definitely not discoverable, not easy to find what you want.

Richard Campbell: Right.

Rory Blyth: And really like what the terms of popularity of an app, whether its going to succeed is for once time to market, it actually really matters much, much, much more than the quality of the product.

Richard Campbell: And isn't time to market already gone by now? I mean, there are so many apps already in the app store.

Rory Blyth: That's the thing. You have some team, and by that I mean one guy in his basement who wrote an app and put it out there and it's like garbage but everybody has been downloading and buying it so it's numbers are huge and because of that it might appear as most popular applet or something like that and at the same time there's a company out there that maybe developing like a really good version of that same app that will never get fame because it's going to be buried at the bottom of this overwhelming pile of trash. So it's tough to really want to write a good app and if you really want to make money selling it at the app store, you have to be ready to work your ass off to market it, promote it...

Richard Campbell: And the other side of this is that gold rush or lottery mentality is there's a half a dozen stories out there of guys who in their basement wrote a little app and threw it up and have now quit their day jobs and now everybody wants that.

Rory Blyth: Unfortunately, that's true. Unfortunately because that's where iFart came from.

Richard Campbell: Right.

Carl Franklin: What that?

Rory Blyth: On the phone Carl, this is really...

Carl Franklin: Okay, say no more. It's an app, l fark, okay.

Rory Blyth: There is a whole like subculture of flatulent simulation in applications for the phone.

Richard Campbell: The number one app listed right now on the app store is the Moron test.

Rory Blyth: Yeah, the Moron test.

Richard Campbell: 99 cents.

Rory Blyth: Really stupid little games and really stupid little party tricks and novelties to sell like crazy on that which is sort of demoralizing for people who are writing good software, but Apple is hopefully going to change it and I was wishing to come out with something like the garage sale section like maybe the market bazaar section and then the actual good software section.

Richard Campbell: How about the stupid crap section?

Rory Blyth: Exactly, yeah, like the Dollar Store, the Drug Bank section.

Richard Campbell: Well, I think the other side of this is that they've created a culture of dollar apps so that who would spend \$20 on an app then.

Rory Blyth: And that's the frustrating thing. It's that like for consumers that first price that their encounter is not the one that's going to stick in their heads. Like my grandpa, for the past 20 years has been complaining about the price of milk. It goes up two cents a gallon and he flipped, like grandpa cannot handle milk any more expensive. In the app store, you'd only need 99 cents for an app and somebody puts something else for four bucks and people just whine about it. Hey, Carl, like you're Mr. Music guy,

you would love this so on my phone right now I have a four track, it works, it's awesome, I can use it anywhere and I also have this thing, the whole guitar toolkit, it has a built-in tuner for alternate tunings that has cord charts, you could actually like play a little mini guitar there and hear what a record is going to sound like before you even attempt to finger it, it shows you scales from all these bizarre, weird mode like it's an amazing app, it's 10 bucks and in the Apple world, in the app world that's just unacceptable. So you have people doing such amazing work that might go unnoticed or might remain just at the bottom of the pile because it's quality and because somebody is charging me appropriate price for it...

Carl Franklin: Right.

Rory Blyth: Because their expectation has been set. They paid 99 cents for a flatulent app and now they don't want to pay 10 bucks for a multi-track recording studio on their pocket.

Carl Franklin: Yeah.

Rory Blyth: It's that part that's pretty nut stuff.

Richard Campbell: The other aspect of the market that I think is interesting are an awful lot of companies building extensions to their apps in the iPhone where the app is basically free, they're giving it away just so that you'll use it to go somewhere else. I mean people magazine's got an app and there's an interesting culture going on here that they're finding other ways to utilize the sheer volume of iPhones.

Rory Blyth: That's really what we've been specializing in. I'm not allowed to talk about the clients we've got right now. Style.com was really big. I don't know what the numbers are but it's well over 300,000 people that are using that app right now and we got companies in attention and we got some contracts with, I mean you guys have been to this, you know, you've been interacting with these companies, I guarantee it.

Carl Franklin: Okay.

Rory Blyth: Some of them on a daily basis like we are doing some really big stuff here and a lot of them turned out to be like apps that are there so you have your footprint in the iPhone world.

Carl Franklin: Right.

Rory Blyth: You aren't necessarily looking to make, actually directly generate income from this. It's almost like my job with Microsoft which was to go around and give talks from town to town. It was just about increasing mind share and one of these apps is

basically ad for the company. They provide you with something like they're great and you want to use them but they're also vehicles for increasing awareness of the company, the client, and a lot of them also host ads and if the company is big enough like they can actually make some money from the ads and do pretty well. So yeah, a lot of companies, people magazines, you know, you just mentioned a lot of the really big companies aren't really looking to try to cash in in the same way that the people making the Whoopie cushion app are; you know, a different agenda. It's almost like they're spending money on a commercial really.

Richard Campbell: Yeah, or extending the -- the Fedex has a free client for letting you know when your packages got delivered.

Rory Blyth: Yeah.

Richard Campbell: You can do that on their website, now you can do it on your iPhone.

Rory Blyth: Yeah and a lot of companies are actually taking what they do and they're splitting it out of multiple apps so you might have some rather large companies that provides totally different services and they could put it all in one app or put it all in several apps to again increase exposure of your company.

Richard Campbell: It's just about visibility.

Rory Blyth: Yeah and for them I think it's fantastic. I mean, that's useful, it doesn't cost you anything, it gets the company what it wants, it gets you what you want like those apps are great, that's what we do Spotlight Mobile by the way, spotlightmobile.com.

Carl Franklin: So Rory, when you go speak at code camps and stuff and you talk about iPhone development, what's the take away material? I mean, what do you give people, like a step-by-step how to resource list, or you give away tips do you show the weirdness? What do you do?

Rory Blyth: Well, I suggest learning how to do that. Oh my God, I mean think about this interview so far. There's so much plan to cover, there's so much territory and it's a world that is you think things in-depth because you just walk right into it and get it, but not only are there like different words for everything but there are different concepts and things that you just don't do in the Microsoft land and you realize then just how daunting and difficult the task it of communicating to people like what do they have to do to learn, not just from the ground up, but to go from being like a Java dev or .NET dev to being an iPhone dev or an Apple dev, and the first talk that I've given

on iPhone development was on Saturday at the Portland code camp and in part I think I'm used to having four hours of MSDN event that I used to have in my talks, but also there's so much material that I got maybe halfway through my talk, an hour and 15 minutes, an hour and a half, and the reason, and this kind of sucks but you have to provide people with context or else they're not going to get what you're doing on screen because Objective-C syntax is weird. It's built around this weird square bracket enclosure syntax that allows for -- it tells the compiler, hey, there's some Objective-C statement, we're sending a message to a receiver that is going to dispatch and they have all these funny words for stuff. You can't just say I've got an object and I'm calling a method on it. Everything is different and weird so you've got to provide people with context and that means an initial session that is history in part, just introducing people to vocabularies so that they'll have a frame of reference for when you're coding up there and you're referring to one of these things, or if they see the synthesized directed like what the hell does that mean. So the way I see it, the way that it has to be done and the take away is it has to be done split over several sessions. I see an initial hour of giving people background and context and vocabulary and concepts, and then from there you can start showing the tools and walking through some code, and then from there you can introduce Interface Builder, the GUI tool which is so like, oh my God, like it's so confusing that the person I was trying to teach, somebody, anything about it I just shut the thing down and manually editing the XML representation of the GUI behind the scenes which despite this being nothing but weird among reference UIs in this total 8-gigabyte mess of an XML which is easier than doing an Interface Builder or so. I get it now.

Carl Franklin: Do you think in that effect this presentation is going to be considered yourself lucky to have all these tools that you have, or do you think people will actually be interested in going to check it out, to write for the iPhone?

Rory Blyth: It's both. In fact, during the talk one of the things I called out was, my God, people -- and I said at the beginning of this too, like we have been spoiled by Microsoft and the quality of tools that they charge us for, they are worth every penny.

Carl Franklin: Yeah.

Rory Blyth: But I also got email like one guy wrote me, he was saying, "You know, you didn't get through your talk and you made Objective-C sound like the worse language ever made but now I really want to get an Apple and iPhone. I'm thinking about selling my Windows stuff and I'm just hoping my wife doesn't get mad at me for doing it once she sees how expensive the Mac is going to cost to do this."

So I think people are attracted to it in the same way like ladies are attracted to bad guys.

Carl Franklin: Right.

Rory Blyth: They see a jerk and they want to get, you know, they want sidle next to him and there's another word to it, there's a sexiness to the iPhone and I want to be a part of that so the people are willing to tolerate the pain despite my warning, but yeah, it is tough but it seems to take away as people learn something about it. I'm really just trying to give them enough information so they can figure out if this is even something they want to learn more about.

Carl Franklin: Yeah. Okay. Well, you can go to neopoleon.com. Do you have a shrinksterized version of your blog post or just search for iPhone off the top of your blog I guess.

Rory Blyth: I haven't been writing much. So yeah, if you go to my site right now, you're just going to see that code camp iPhone post, but in the coming weeks I'm actually going to be posting the tutorials like I'm going to be doing the talk, dividing it up in logical sections and then posting them in my site but also to spotlightmobile.com, you know where I work, we're getting a new side up and we're going to be posting tutorials and articles there because there's no good stuff out there and we want to make all the good stuff and that's where it's going to go, mostly spotlightmobile.com. So if you keep your eyes built for that over the next couple of weeks, we'll eventually start finding.

Carl Franklin: Awesome.

Rory Blyth: And I'll reference it on my site too.

Carl Franklin: Rory, it's been fun catching up with you, man, and maybe you could -- Richard says you have an interest in coming on Mondays again.

Rory Blyth: Oh yeah, yeah, yeah. No, he wrote to me and I had just been thinking about it. I mean he's like, "Hey, do you want to do a little spot on Mondays?" Well, as a matter of fact I do want to do a little spot on Mondays. I miss it. That's what I learned in all my hippie soul searching. I really miss doing that stuff.

Carl Franklin: Well, you know, we haven't published this yet but we did a test shoot of a Mondays TV show.

Rory Blyth: Really?

Carl Franklin: We had a camera crew in the studio and I made a desk where the four of us sat with

a nice Formica top and a big Mondays across the front and we had some technical difficulties which we're on the fence about whether to publish it or not but it will be fun if you are ever in the east coast to come out and do that with us. I mean, Mark lives here now.

Rory Blyth: Really?

Carl Franklin: Yeah, he lives in Mystic.

Rory Blyth: Wow! Mark Dunn lives in Mystic?

Carl Franklin: He and Karen have a baby and they're getting married.

Rory Blyth: Wait, are you talking about Mark Dunn?

Carl Franklin: No, Mark Miller.

Rory Blyth: Oh, Mark Miller. What?

Carl Franklin: Yeah. Karen and Mark Miller both got divorced and they got together. They had a love child and they're getting married and Mark Miller lives in Mystic.

Rory Blyth: Wait, Karen from the show?

Carl Franklin: Yeah.

Richard Campbell: Yeah.

Rory Blyth: Mark Miller hooked up with Karen and they're having a baby and he lives in Mystic?

Carl Franklin: Yeah.

Richard Campbell: No, had a baby.

Carl Franklin: Had.

Rory Blyth: Had a baby, that town is not big enough for Mark Miller.

Carl Franklin: Okay. You need to go listen to mondays.pwop.com to listen to the story.

Rory Blyth: Oh my God. Well, congrats, Mark, if you're listening to this. Wow, and you know, Karen, my condolences. That's amazing.

Carl Franklin: So I guess what I'm saying is they're both here so we have three out of four live bodies to do Mondays live and even if not, we can set up a speaker phone with your cardboard cutout next to it.



Rory does iPhones!
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Rory Blyth: No, that would be fun.

Carl Franklin: All right. Well, thanks again Rory.

Rory Blyth: No, thank you guys.

Carl Franklin: Get back to that blog, man, we enjoy it.

Rory Blyth: Yeah, I'm going to start writing again. Life is getting back to normal.

Carl Franklin: Awesome. Good to hear it.

Rory Blyth: Well, it's taken two years, but -- well, I love you guys except for you, Richard, you job-stealing jerk.

Richard Campbell: I love you back, man.

Carl Franklin: All right, take care.

Rory Blyth: Okay.

Carl Franklin: We'll see you next time on .NET Rocks!

[Music]

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