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A Short Introduction the Ecere SDK

August Meeting: A Short Introduction the Ecere SDK

Date: August 7, 2014 at 7 p.m.
Location: Shopify Headquarters

This month we will be having a talk on the Ecere SDK from Jérôme Jacovella-St-Louis, the founder and CTO of Ecere Corporation in Gatineau.

As per our newer format, we will have a one hour pre-meeting item from 6:00 to 7:00 for people who are new to Linux, have general questions, or wish to help out with people who are just getting started.

The Ecere SDK

Speaker: Jérôme Jacovella-St-Louis

Jérôme will be giving an overview on the Ecere SDK - Free Open Source Software (Under the New BSD license). The SDK consists of:

- Compiling tools for the eC programming language
- The Ecere Integrated Development Environment (IDE) - Lets you write, build and debug applications, with support for C, C++ and eC programming languages so far
- The Ecere runtime library - a cross-platform library (Windows, Linux, OS X, Android...) providing:
  - A GUI toolkit A uniform system API across platforms (Threads, Files, Archives, Persiste...)
  - 2D (Fonts, Bitmaps...) and 3D graphics
  - Network Communication

About the Speaker

Jérôme Jacovella-St-Louis is the Founder & CTO of Ecere Corporation. Jérôme has over 20 years of software development experience with:

- Software design, architecture and implementation

- Object-oriented programming
- 3D graphics programming (Software rendering, OpenGL, Direct3D)
- Building Graphical user interfaces from the ground up
- C/C++
- Linux (Configuration, Networking Setup, Building packages, Development, Assembling distributions from scratch)
- Various compilers and Integrated Development Environments (Ecere SDK, Visual Studio, GNU development tools/MinGW)
- Database systems: SQLite, MySQL
- Platform APIs (Win32 API, X11...)
- Compiler, parsers and language design/implementation
- Socket-based network communication
- Other languages used: C#, Java, Python, BASIC, Pascal, assembly language (Intel and AT&T)

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