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## **Building, distributing and running big software projects on MacOSX... There is an app for that!**

We present CMS' experience in porting its full offline software stack to MacOSX. In the first part we will focus on the system level issues encountered while doing the port, in particular with respect to the different behavior of the compiler and linker in handling common symbols. In the second part we present our progress with an alternative approach of distributing large software projects which is in line with the click and run installation common to most of the mac applications.

**Author:** Mr EULISSE, Giulio (Fermi National Accelerator Lab. (US))

**Co-authors:** Dr PFEIFFER, Andreas (CERN); TUURA, Lassi (Fermi National Accelerator Lab. (US)); Dr ELMER, Peter (Princeton University (US)); Mr MUZAFFAR, Shahzad (NORTHEASTERN UNIVERSITY)

**Presenter:** Mr EULISSE, Giulio (Fermi National Accelerator Lab. (US))

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