

## An Easier Way To See The Rotor Code

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Have you ever wanted to take a look at the internals of the .NET Framework? Sure you can (and should) fire up [Reflector](#) and see the Base Class Libraries, but what about the fully commented source code? What about the parts implemented in C++?

A while back, Microsoft released the Shared Source Common Language Infrastructure (aka the SSCLI aka Rotor). This is a fully working implementation of the ECMA CLI standard and ECMA C# language specification. So it's not quite the entire framework, but it is still quite a bit of code.

Traditionally, to look at this code you would [download the compressed archive](#) and play around with it locally.

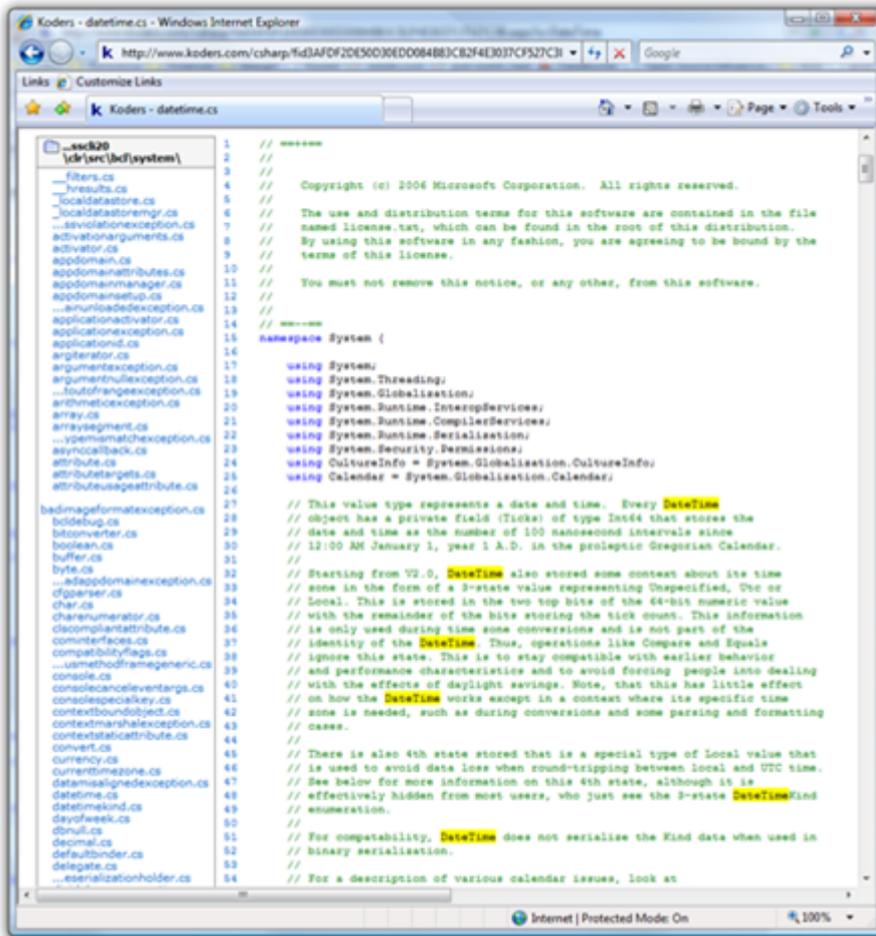
Development Cost	
<b>\$14,740,910</b>	
<b>Assumptions</b>	
Lines of code:	2,948,182
Person months (PM):	2948.18
Functions required:	100.0% ▼
Effort per KLOC:	1.00 ▼ PM
Labor Cost/Month:	\$5000 ▼
<input type="button" value="Update"/>	

But if you want to just quickly browse the code, you can view all of its nearly three million lines of code on its [project page on Koders.com](#).

*Wouldn't it be fun to compare that development cost estimate with the real number? I doubt Microsoft is interested in disclosing that information.*

To search within this project, you just need to set the search scope.

For example, here are the [search results for DateTime](#) and here is the page with [the DateTime implementation](#) complete with comments.



## Other Great Projects to Look At

I mentioned a [couple of great projects](#) to look at over on the Koders blog, but here are some other great projects of interest to me now included in the Source Code Index.

- [DotNetNuke](#) - One of the largest open source projects on the .NET Framework.
- [Subsonic](#) - Some think this project should be called *Sublime* for how it brings fun back to ASP.NET development.
- [Subtext](#) - Of course I'm going to mention this!
- [PSP Development Tools](#) - Because we all want to write the next great game for the Play Station Portable.

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