

# KDevelop 3.0 for KDE 3.x

The flagship IDE for the KDE project is now ready for public release. KDevelop 3.0 provides developers with an extensible plugin based IDE architecture that will allow developers to make KDevelop the exact IDE for their project needs.

## Development Unleashed

The comprehensive set of C/C++ specific features including code completion and hinting, code wizards and GUI development tools that can help developers be more productive and gain control over their code. KDevelop 3.0 gives unprecedented

support of many build systems used with C/C++ projects including GNU project default build system - autotools, make and qmake with its native and non-intrusive GUI interface.

Some of the other features that developers can look forward to in KDevelop 3.0 are round-trip development tools integration that can provide self-documenting code support and automatic UML diagram generation with Doxygen. A powerful language parser engine that feeds the integrated class browser and problem reporter. The problem reporter which reports various "problems" with the source code as you type gives you instant feedback about issues in your code. Problems include language syntax errors, TODO's and FIXME's. KDevelop 3.0 can give instant access to almost any area of code via its powerful search engine.

KDevelop has complete version control system support for cvs, perforce, subversion and Rational

Clearcase so developers do not have to waste time migrating to special platforms just to get integrated version control. The integrated debugger for C/C++ with remote debugging support provides the perfect platform for dealing with embedded systems where simulation may not be an option.

## Toolkit Support

### Qt/KDE

QMake Project Management with Qt Linguist integration,  
Application templates,  
Signal and slot completion in source code,  
New class wizard with support of QWidget and QObject  
descendants creation and slot reimplementing,

### GTK/GNOME

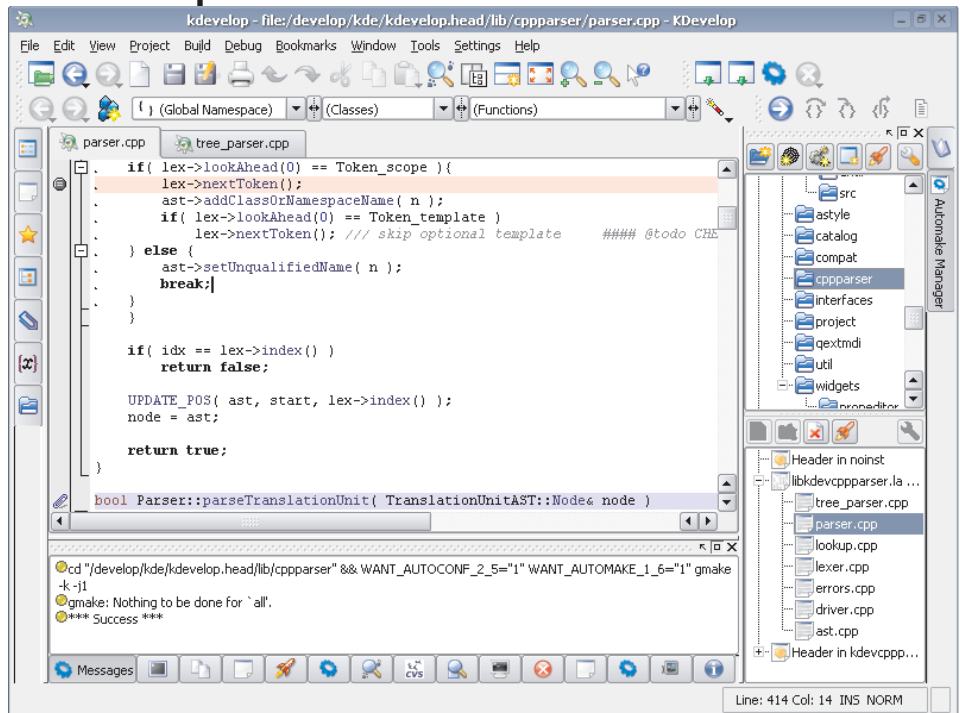
C/C++ Application templates  
Integrated DevHelp documentation

### Embedded Platforms

Application templates for Qt/E  
Qt/E API documentation  
Java templates for SuperWaba VM  
Crosscompiler support for Palm and Arm targets

## Robust C/C++ Support

KDevelop 3.0 has the most robust C++ support you can find on the Unix platform. Some of these features are class, method and attribute wizards for automating cumbersome and error prone operations. Automatic code completion and code hinting for class variables, methods, and function arguments keeps developers coding instead of hunting for a function's API signature, or an API's documentation. Source formatting, syntax highlighting and code folding keeps the code manageable when developers have to deal with large projects.



KDevelop 3.0 also provides powerful tools to extend developers control over the code:

- Make member - creating method definition in source file basing on the method declaration in header file.
- Extract interface - extracting interface (method declarations) and creating abstract base class with that interface.
- Subclassing - automated subclass creating and slot implementing for Qt Designer forms.

KDevelop 3.0 is the perfect platform to bring linux applications to the desktop. KDevelop 3.0 is currently shipping for all major distributions and most Unix platforms that support KDE. For more information about KDevelop 3.0 go to <http://www.kdevelop.org>.

## Supported Languages

Ada	SQL	PHP	Ruby
C	Fortran	Pascal	Bash
C++	Haskell	Perl	XUL
Objective-C	Java	Python	