Text Editors

These are my recommendations for editors to use for writing code. This list exists because these are the editors I am familiar enough with and can assist in setting up or troubleshooting. You are free to use whatever you feel comfortable with / want to learn.

Graphical User Interface (GUI) Editors

Visual Studio Code

Not to be confused with Visual Studio Community or any other version of the Integrated Development Environment (IDE). VS Code is an extensible text editor. It takes a little more work to get set up but offers a streamlined interface and doesn't overwhelm.

Notepad++ (Windows only)

An excellent replacement for basic text-editing needs in general, it also has a lot of power hidden under the hood. For development, it's not quite as fleshed out, but what it offers is very good.

Honorable Mention

Atom

Command-Line Interface (CLI) Editors

Note: I highly recommend spending some time with a powerful CLI editor during this semester. The CLI is not something that can be easily picked up. It takes time and practice. It is a valuable skill for any developer/engineer to have. Especially in today's world of containerization and cloud computing where you will only have a CLI as your interaction point.

vim/nvim (Neovim)

Between vim and emacs, I landed on vim. Vim is a powerful and highly configurable CLI text editor. Neovim aims to be vim on the surface but bring much more modern sensibilities to the editor. On the surface, they both will appear the same. With some configuration and a cheat-sheet by your side, you may find that as you learn the keyboard shortcuts you work faster than you did with any GUI app because your hands never have to leave the home row.

Nano

This is a much more basic text editor, but for the types of assignments in this class, it would suffice.

Why I don't recommend IDEs

It's not because I dislike them. It's more that I'm less familiar with them. They do make certain things easier, like the install and environment being tied together. They also provide a lot of functionality that simply isn't needed in an Intro course.

IDEs to avoid

Geanie, Dev-C++

Those two, I actually don't like. I have no strong arguments, just my anecdotal experiences that they are not very good. Lots of students liked Geanie and did just fine. Dev-C++ is out of date and likely doesn't have good support for C++14, which will be the baseline for this course.