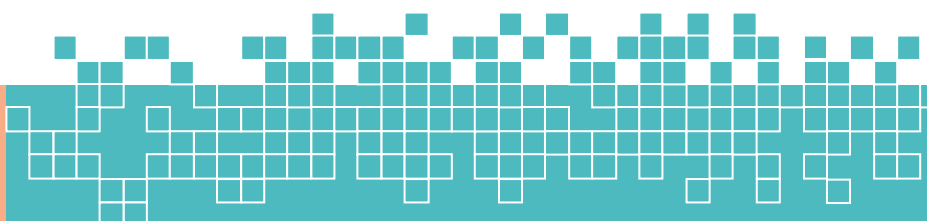# Steamware

All Plug-in's in one spot
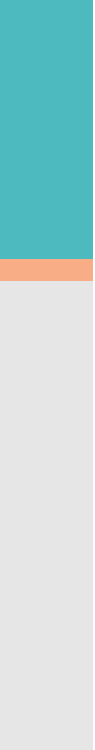
Problem Statement:

Coding is a part of every programming for the past 2 decades but a common problem every coder face is the bugs and invalidations in a code even when the coding is done at its best. So a small community of people researched to find a way where the coding and implementations can be done easily and more efficiently And this ultimately led to the origin of plug-in's.

These Plug-in's are highly sophisticated code fragments that are implemented into the coding environment using simple and easily recognizable text. Over the years these plugins have evolved and it has also helped programmers to add more features to the current programming language. Every programming language have more than 10 necessary plugins and 500 to 3,000 plugins depending on its popularity among programmers.

So, if a single programming language has 500 to 1,000 plugins. There are around 700 programming languages and in an average, there are around 5,776 plug-in's and around 300 universal plug-in's .

The next question is that where are these plugins and how can we add them to our compilers and code editors ?

All these plugins are distributed among the program dev. Web Sites and other geeky websites like GitHub, Stackoverflow, SourceForge, Gitea and many more . So for a user to implement a program he need a proper plugin and finding the plugin in the web is going to waste a lot of time. A proper and universal solution should be implemented for this so that the overall coding and debugging part of a software can be made more efficiently at a short period of time.