**Popular Development Environments (IDEs)**

Here is a list of some of the most popular development environments (IDEs) nowadays and their specifics:

**Microsoft Visual Studio** - Microsoft Visual Studio is an integrated development environment (IDE) that supports different programming languages, including C, C++ and C++/CLI, VB.NET, C#, and F#. It also supports XML/XSLT, HTML/XHTML, JavaScript and CSS. It is used to develop computer programs for Microsoft Windows, as well as web sites, web applications and web services. Visual Studio uses Microsoft software development platforms such as Windows API, Windows Forms, Windows Presentation Foundation, Windows Store and Microsoft Silverlight. It can produce both native code and managed code.

Visual Studio includes a code editor supporting IntelliSense as well as code refactoring. The integrated debugger works both as a source-level debugger and a machine-level debugger. Other built-in tools include a forms designer for building GUI applications, web designer, class designer, and database schema designer. It accepts plug-ins that enhance the functionality at almost every level—including adding support for source-control systems (like Subversion) and adding new toolsets like editors and visual designers for domain-specific languages or toolsets for other aspects of the software development lifecycle (like the Team Foundation Server client: Team Explorer).

**Eclipse** - Written mostly in [Java](http://en.wikipedia.org/wiki/Java_(programming_language)), Eclipse can be used to develop applications. By means of various plug-ins, Eclipse may also be used to develop applications in other [programming languages](http://en.wikipedia.org/wiki/Programming_language): [Ada](http://en.wikipedia.org/wiki/Ada_(programming_language)), [ABAP](http://en.wikipedia.org/wiki/ABAP), [C](http://en.wikipedia.org/wiki/C_(programming_language)), [C++](http://en.wikipedia.org/wiki/C%2B%2B), [COBOL](http://en.wikipedia.org/wiki/COBOL), [Fortran](http://en.wikipedia.org/wiki/Fortran), [Haskell](http://en.wikipedia.org/wiki/Haskell_(programming_language)), [JavaScript](http://en.wikipedia.org/wiki/JavaScript), [Lasso](http://en.wikipedia.org/wiki/Lasso_(programming_language)), [Natural](http://en.wikipedia.org/wiki/NATURAL), [Perl](http://en.wikipedia.org/wiki/Perl), [PHP](http://en.wikipedia.org/wiki/PHP), [Prolog](http://en.wikipedia.org/wiki/Prolog), [Python](http://en.wikipedia.org/wiki/Python_(programming_language)), [R](http://en.wikipedia.org/wiki/R_(programming_language)), [Ruby](http://en.wikipedia.org/wiki/Ruby_(programming_language)) (including [Ruby on Rails](http://en.wikipedia.org/wiki/Ruby_on_Rails) framework), [Scala](http://en.wikipedia.org/wiki/Scala_(programming_language)), [Clojure](http://en.wikipedia.org/wiki/Clojure), [Groovy](http://en.wikipedia.org/wiki/Groovy_(programming_language)), [Scheme](http://en.wikipedia.org/wiki/Scheme_(programming_language)), and [Erlang](http://en.wikipedia.org/wiki/Erlang_(programming_language)).

**NetBean**s - NetBeans is an [integrated development environment](http://en.wikipedia.org/wiki/Integrated_development_environment) (IDE) for developing primarily with [Java](http://en.wikipedia.org/wiki/Java_(programming_language)), but also with other languages, in particular [PHP](http://en.wikipedia.org/wiki/PHP), [C](http://en.wikipedia.org/wiki/C_(programming_language))/[C++](http://en.wikipedia.org/wiki/C%2B%2B), and [HTML5](http://en.wikipedia.org/wiki/HTML5). It is also an [application platform](http://en.wikipedia.org/wiki/Platform_(computing)) framework for Java desktop applications and others. The NetBeans IDE is written in Java and can run on Windows, OS X, Linux, Solaris and other platforms supporting a compatible [JVM](http://en.wikipedia.org/wiki/Java_Virtual_Machine). The NetBeans platform allows applications to be developed from a set of modular [software components](http://en.wikipedia.org/wiki/Software_component) called modules. Applications based on the NetBeans Platform (including the NetBeans IDE itself) can be extended by [third party developers](http://en.wikipedia.org/wiki/Third_party_developer)

**Code::Blocks** - Code::Blocks is a [free](http://en.wikipedia.org/wiki/Free_software), [open source](http://en.wikipedia.org/wiki/Open_source_software) [cross-platform](http://en.wikipedia.org/wiki/Cross-platform) [IDE](http://en.wikipedia.org/wiki/Integrated_development_environment) which supports multiple [compilers](http://en.wikipedia.org/wiki/Compilers) including [GCC](http://en.wikipedia.org/wiki/GNU_Compiler_Collection), [Clang](http://en.wikipedia.org/wiki/Clang) and [Visual C++](http://en.wikipedia.org/wiki/Visual_C%2B%2B). It is developed in [C++](http://en.wikipedia.org/wiki/C%2B%2B) using [wxWidgets](http://en.wikipedia.org/wiki/WxWidgets) as the [GUI](http://en.wikipedia.org/wiki/Graphical_user_interface) toolkit. Using a plugin architecture, its capabilities and features are defined by the provided plugins. Currently, Code::Blocks is oriented towards [C](http://en.wikipedia.org/wiki/C_(programming_language)), [C++](http://en.wikipedia.org/wiki/C%2B%2B), and [Fortran](http://en.wikipedia.org/wiki/Fortran). It has a custom [build system](http://en.wikipedia.org/wiki/Build_automation) and optional [Make](http://en.wikipedia.org/wiki/Make_(software)) support. Code::Blocks is being developed for [Windows](http://en.wikipedia.org/wiki/Microsoft_Windows), [Linux](http://en.wikipedia.org/wiki/Linux), and [Mac OS X](http://en.wikipedia.org/wiki/Mac_OS_X) and has been ported to [FreeBSD](http://en.wikipedia.org/wiki/FreeBSD), [OpenBSD](http://en.wikipedia.org/wiki/OpenBSD) and [Solaris](http://en.wikipedia.org/wiki/Solaris_(operating_system)).

**CodeLite** - CodeLite is a free, open source, cross platform IDE for the C/C++ programming languages using the [wxWidgets](http://en.wikipedia.org/wiki/WxWidgets) toolkit. To comply with CodeLite's open source spirit, the program itself is compiled and debugged using only free tools ([MinGW](http://en.wikipedia.org/wiki/MinGW" \o "MinGW) and [GDB](http://en.wikipedia.org/wiki/GDB)) for Mac OS X, Windows, Linux and FreeBSD, though CodeLite can execute any third-party compiler or tool that has a command-line interface. CodeLite features project management (workspace / projects), code completion, [code refactoring](http://en.wikipedia.org/wiki/Code_refactoring), source browsing, syntax highlight, [subversion integration](http://en.wikipedia.org/wiki/Subversion_(software)), [cscope integration](http://en.wikipedia.org/wiki/Cscope), UnitTest++ integration, an interactive debugger built over gdb and a [source code editor](http://en.wikipedia.org/wiki/Source_code_editor) (based on [Scintilla](http://en.wikipedia.org/wiki/Scintilla_(editing_component))).