Carson Perry

CST-323 Jevon Jackson  12/10/21

Activity 7

1. Since I use Visual Studio Code very often for just about every language I write in, I decided to use vscode.dev, a cloud-based version of VSCode. I love this IDE since it’s easily customizable and is open source, allowing for anyone to create extensions to customize VSCode’s UI and functionality. VSCode.dev has just about every function that the local client has. My local client is customized head to toe with extensions and appearance changes to have it fit my desired environment. With this, comes rules and support for many languages, that will color code words and phrases based on that file type’s associated syntax. VSCode.dev supports those extensions, allowing you to accurately and easily code as many languages as there are extensions in this editor. VSCode.dev allows me to sync settings and extensions my logging in, so my vscode.dev environment is the same as my local client environment. In line with that, vscode.dev does not support active debugging and running of code. Unsure of the reason for this, but this stops me from running code and debugging it from the IDE functions itself. I would still of course be able to write lines of code to use logging and console outputs, but all that code would have to be ran or executed in my local client. A positive point for vscode.dev however, is that it integrates Github very cleanly. I was able to seamlessly integrate my project into the vscode.dev workspace, work on it, and then through the source control section, be able to push my changes to the repository I’m working on as well. A very nice thing about vscode.dev is the fact it still has the file system hierarchy. When pulling from github, it shows every file underneath the branch you pull from. On top of having the file structure from that, with browsers that allow local file system integration, you can also view and open your local file structure on vscode.dev and work on local files, while on the cloud.

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| **Use Case** | **Supported Y/N** | **Observations on usability** | **Other Notes** |
| Write Code | Y | It functions as a text/code editor very well. | Can customize appearance. |
| Support syntax and color coding | Y | It works just as well as local client in this regard, and has access to all the other extensions that the local client does, to support multiple different languages. | n/a |
| Theme and customization | Y | Able to access the same themes and customizable settings as the local client | n/a |
| Sync IDE Settings | Y | Can sync settings between Vscode.dev AND with local client. | Really nice to have the same environment has my local/home environment when using the cloud. |
| Github integration | Y | Able to pull, commit, push, and view differences with the repository being worked on currently | Very seamless integration, love it. |
| Debugging | N | Debug is strictly blocked on vscode.dev, though has the menu for it. | Not sure why the menu stayed when it can’t be used in the cloud environment |
| Image Editor | Y | Able to edit images in the editor | very useful for game programming where you need to manage sprites and hitboxes |
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