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CS202

Prog4 IDE Writeup

Adapting to an IDE has been an interesting experience. For the most part, I appreciate the new tools that have become available and how easy they are to navigate. For instance, once my binary search tree was created, I was able to expand a section in the debugger that showed every node and their respective pointers. This was a tremendous help in determining whether my tree was populating correctly, and certainly would have taken a lot more time to work through node by node in GDB.

The transition from vim to the new text editor section was nearly seamless thanks to the ideaVim plugin. Most of the familiar keyboard shortcuts worked just as expected, though I did find myself typing :wa frequently in the beginning. Having that plugin certainly helps keep my workflow efficient, though, because I notice that in other text editing programs (looking at you, Microsoft Word), the lack of shortcuts and necessity of frequent mouse use slows me down considerably.

I don’t think it will be a problem moving back to the Vim/GDB configuration if I need to in the future, but having the more visual debugger was extremely helpful. The fact that the IDE doesn’t force you to use shortcuts and enables mouse navigation for most tasks is a bit of a crutch, but more time with the IDE and I anticipate most normal functions can be accessed without needing to use the mouse at all.