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CS202

Prog5 IDE Writeup

Most of my positive experience inside the new IDE remains related to the debugging tools. Being able to all-at-once access every member of a linked list becomes more and more helpful as I add new structures to the program. It also became very evident if a list wasn’t being assembled properly in cases of infinite recursion, etc. Once I saw a bunch of exceptions stacking up in the debugger window all referencing the same line number, it was pretty easy to deduce what had gone wrong. Unfortunately, with the console output I’m used to seeing in the Linux environment, it’s just not that straightforward.

Use of the mouse to navigate tabs is a bit more intuitive to a long-time windows user, though in the grand scheme of things, I don’t think it really saves all that much time over keyboard tab navigation in Vim. One thing that I found to be useful as I rounded out my project 5 was the ability to quickly check my output file after it had been written, or even have it open to watch as it was written. This certainly sped up the task of troubleshooting the file output functions.

Overall, the IDE is a good blend of Windows-desktop-like integration and efficiency, thanks to the IdeaVim plugin. The Vim way of navigating text remains the superior way to code in my opinion, but the extra features the IDE offers are a welcome addition.