

Setting up your development environment: Possible IDEs and Editors

What's the difference between an IDE and an Editor?

A (Text) Editor basically allows you to do that: Edit Text. Now, there are a lot of advanced text editors out there which provide syntax highlighting, auto indentation, plugin installation and much more.

Therefore, such editors are a common choice for web development.

IDEs (Integrated Development Environment) on the other hand provide “the complete package”. Not only may you edit your (text) files there – of course with rich syntax highlighting and much more – but you also get a lot of other nice features and utilities. Especially a strong auto-completion feature as well as the possibility to quickly navigate around and manage your project can really speed up your development workflow.

IDE:

WebStorm by JetBrains

(<https://www.jetbrains.com/webstorm/>)

It's not free but it's an awesome IDE. It's quick and feature-rich at the same time. If you're looking for an IDE, this is the one to pick.

Visual Studio with NodeJS Tools

(<https://www.visualstudio.com/products/vs-2015-product-editions>)

I haven't worked with it, but it seems that this is a great IDE, too. You may give it a try with the free Community Edition.

Editors:

Sublime Text (<https://www.sublimetext.com/>)

A very popular text editor which allows you to install plugins from its huge plugin database. With such plugins you may transform Sublime Text into a very powerful development tool. You may use it for free as long as you want, but it may be purchased once you're happy with it.

Atom (<https://atom.io/>)

A free text editor, also with a rich plugin base and a lot of customization options. Supported by the Github team and therefore ships with a great integration of Git.

Brackets (<http://brackets.io/>)

Developed by Adobe, an open-source text editor, created for web development. I haven't tried it, therefore I can't share any insights, but you may try it for free.