Text Editors

GUI-Based

- Notepad, Notepad++, VisualStudios, NetBeans, gedit, jedit, …

- Requires you to upload every time you want to compile

- Need to take precautions when using

  - Needs to only produce text

    - Can't use wordpad, word, libreoffice, etc

  - Need to make sure it doesn't produce extra characters

    - e.g. notepad likes to end lines with \r\n instead of just \n

    - This can make certain assignments more difficult

Terminal-Based

- Three main candidates:
  - Nano
  - Emacs
  - Vi
- Allows you to program remotely
  - No need to upload to test things
- Are quicker than graphical editors when you're familiar with them

Pico / Nano

- Simple text editor

- History with Pine (Pine Composer)

- Recommended if you are new to terminal-based editors

- Common commands are displayed on screen
  - http://staffwww.fullcoll.edu/sedwards/Nano/UsefulNanoKeyCommands.html

Emacs

- Powerful text editor

- History with lisp

- Commands are usually more verbose, but are easier to remember

  - https://www.cs.colostate.edu/helpdocs/emacs.html

Vi

- Powerful text editor

- History with Unix / C

- Commands are short for rapidly doing several tasks, yet commands are harder to remember

  - http://www.lagmonster.org/docs/vi.html