

Integrated Development Environments

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IDEs

Integrated Develop Environments (IDEs) are software packages that attempt to provide comprehensive support for programming

- and possible other software development activities
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1 The Components of an IDE

The Components of an IDE (minimal)

What's the minimum that we expect in an IDE?

- editor
 - build
 - maybe no more than compiler invocation
 - with error messages captured/interpreted/walked by editor
 - run/execute
 - debugger
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The Components of an IDE (optional)

What would we like to see in an IDE?

- syntax highlighting & aid in editor
 - documentation (API) look-up
 - flexible/configurable build
 - packaging/deployment options
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The Components of an IDE (deluxe)

What makes us giddy in an IDE?

- smart feedback in the editor
 - learns API of new code
 - suggestions
- coding aids in editor
 - templates



- common refactoring (transformations)
- documentation generation
- test integration
- integration with version ctrl

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2 IDE Examples

emacs

The *nix swiss army knife of editors, *emacs* has long functioned as a basic IDE:

- syntax-highlighting editor
- build support (invokes *nix **make**)
 - parses error messages from compilers & other tools
- debugger interface
- works directly with many version control systems



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References, if you are unfamiliar with this:

- Compiling in emacs
- emacs Debugging mode (CS252)

emacs Strengths and Weaknesses

- highly portable
 - supports virtually any language you would have a compiler for
 - even in windowed mode, leans toward keyboard rather than mouse
 - (not sure if that's a pro or a con)
 - outdated interface
 - high learning curve
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Microsoft Visual

Visual Studio

- syntax-highlighting editor
 - background compilation provides quick feedback on simple errors
 - built-in build manager
 - limited configurability
 - debugger interface
 - some designer tools (e.g., design classes in UML)
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Visual Strengths and Weaknesses

- wide variety of languages (but Microsoft processors)
- single-OS
- closely integrated with Microsoft compilers



- modern, mouse-oriented interface
 - What will Windows 8 do to that?

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I've never been fond of Visual, but that comes more from my opinion of the MS compilers. MS C++ had recurring issues with basic standards conformance and std library implementation. And MS's support of Java was perpetually luke-warm.

NetBeans

Free IDE originally distributed by Sun as “the” development platform for Java.

- Still largely Java centric, though some support for other languages
 - particularly web-related languages like Javascript, CSS, XSL
- Portable (written in Java)
- Tends to track the trends and hot topics in the Java world promptly
- editor, build manager, debugger
- moderately extensible



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Netbeans and Visual clearly stole interface ideas from one another.

(Then Eclipse came along and stole from them both.)

I have not used NetBeans in a long time. I remember it as being incredibly sluggish even on reasonably high-powered desktops.

My enduring impression is that Eclipse seemed to do everything NetBeans wanted to do, did it about 6 months later, but did it better.

Single-Language IDEs

The open source community has produced numerous single-language IDEs.

Many are focused on educational use.

Examples:

C++ Bloodshed Dev-C++, Code::Blocks

Java BlueJ, Dr. Java, jGrasp

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3 Eclipse

Eclipse



Probably the hottest IDE in the open source world:

- syntax-highlighting editor, multi-language support
 - strong hinting, API, interface aid
 - templates and refactoring
- build support
 - easily configured or switched to other build tools
- background compilation for quick detection of language errors
- integrated *unit testing support
- solid debugger, intuitive handling of threads
- some packaging & deployment support
- integrates with most version control systems
- modular plug-in extensibility with a rich variety available

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Eclipse is available here.

