

# Re: Visual Studio Sucks

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- *From:* "Scott M." <[smar@xxxxxxxxxxxxxx](mailto:smar@xxxxxxxxxxxxxx)>
  - *Date:* Wed, 19 Dec 2007 19:38:06 -0500
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"Larry Smith" <[no\\_spam@xxxxxxxxxxxx](mailto:no_spam@xxxxxxxxxxxx)> wrote in message  
[news:u5SyqfpQIHA.5160@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:u5SyqfpQIHA.5160@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

You are entitled to your opinion, of course, but I think if you ask most people, they'll say that using the mouse instead of laborious typing is easier.

While I can't speak to VI in particular, using the keyboard has always been easier and more efficient than using a mouse for many (perhap even most) command-oriented tasks.

How does that relate to a product called "Visual Studio" where much of what we need to do can be accomplished without typing command-oriented tasks?

While its reputation among most users is very poor, even among most technical users, ergonomically speaking you can submit input faster using a keyboard than a mouse. For most users however, Windows has always been for "wimps" (Windows, Icons, Menus, Pointing deviceS).

I don't think this applies to what we are discussing. This is not just "bopping" around Windows we are talking about. It's working in an Integrated Design Environment that is meant to provide a GUI for many of the features and operations needed.

Now, writing VAX/PASCAL is a different story...

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