

Re: Visual Studio Sucks

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<http://www.tech-archive.net/Archive/VisualStudio/microsoft.public.vsnnet.ide/2007-12/msg00035.html>

- *From:* "Scott M." <smar@xxxxxxxxxxxxxx>
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I disagree. I believe you feel this way simply because it is what you are more used to. I am an IT trainer and have stood over the shoulders of thousands of students over the years. I teach software in IDE's and I teach some programming in Notepad.

I think what you are saying would have more merit if the statement was: "When typing code, it is faster to use keyboard shortcuts for some operations, than to use the mouse.". But, the fact of the matter is that very often VS is used for other reasons than to bang out code, so my hands wouldn't necessarily be positioned on the keyboard in the first place. There are a multitude of things one can do without ever touching the keyboard, so that whole point about taking your hands off the keyboard to go get the mouse is irrelevant. I can just say that taking my hand off the mouse to get to the keyboard is time consuming for certain tasks.

Again, it's what you are used to but you can't simply say that this is faster than that, period – that's just not true for everyone.

"Larry Smith" <no_spam@xxxxxxxxxxxxx> wrote in message news:OLfSKc9QIHA.4880@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

I do believe though, that more people would say the mouse is faster for most tasks.

That's because learning commands isn't popular and even appears laborious compared to using the mouse. Most developers today cut their teeth in a point-and-click world so they don't even realize how inefficient it often is compared to using commands. Hence the popular sentiment that you're espousing here. I was weaned in a command environment before Windows even existed and I've experienced both worlds. The time spent moving your hand from the keyboard to the mouse, moving the mouse cursor to its target (which for submenus is especially bad), clicking what you want and then moving your hand back to the keyboard again, is often very slow compared to <Alt+Whatever> or even typing commands on occasion. This is

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self-evident and I've seen it over-and-over again while standing over the shoulders of other developers. In a contest to see who can navigate the fastest, the mouse would easily lose to the keyboard.

But remembering hundreds of keyboard shortcuts and creating macros and add-ins are faster?

Yes, they are. By comparison you have to learn where many things are even when you use the mouse so you're still faced with a learning curve. You need not learn hundreds of commands either. There are probably a dozen or two that most use regularly. The marked improvement in efficiency you achieve by learning them easily offsets the time invested to learn them. It takes very little time at all before they become second nature and you don't even think about it. As for AddIns, that's more for extreme cases but macros that you can record on-the-fly in particular are extremely useful for conducting repetitive editing tasks. Most developers often do this without even realizing it and they repeat the same keystrokes and/or mouse movements over-and-over again. It's often wasteful and completely unnecessary.

Again, I'm not saying you're wrong because it's your opinion, and for you, the keyboard seems to be serving you well, but I do think that what you call "wading through menus" and "moving the mouse" is not any problem at all for the majority of people out there.

It's not that using a mouse is a problem, it's that using the keyboard is almost always easier and faster. This all adds up when you're navigating a computer 8 hours everyday and can greatly improve your productivity. It actually makes your life easier if most would simply just take the time to learn it.

I could just as easily say that you'll be far more productive if you master the menus, context menus and windows provided in the IDE via mouse access.

You can say it but it but it wouldn't be true.