

UI Developer Experience over the years

- Older UI development experience, modularity was harder to enforce
- Libglade was created (Yay I don't have to compile my program to change the UI !)
- GtkBuilder was created (Now GtkBuilder XML is a first class citizen !)
- Why did we like generating code again ?
- Implicit invocation need it's limitations
- Yay Templates !

Meanwhile...

- NextStep environment has been binding .nib XML to Obj-C classes since forever
- Interface Builder / Xcode include features to optimize your developer experience (such as drag and drop on UI events / IBActions)
- Adobe Flash Creator (since AS3) also takes a very similar approach to binding project assets with code
- Sorry folks I gots no flash
- Let's compare with Vala
- Oh, and there also existed this thing called MFC, but we wont talk about that...

So What Now ?

- Adding these features to not make the impossible possible, but help to enforce a sane development paradigm
- Better encapsulation helps to limit implicit invocations to those which make sense
- A good Developer Experience is one which encourages the Developer to use safe and clean programming practices
- A good Developer Experience is one which reduces the steps involved in creating software