# Article information:

Laptop development is dead: why remote development is the future
[https://medium.com/@elliotgraebert/laptop-development-is-dead-why-remote-development-is-the-future-f92ce103fd13](https://medium.com/%40elliotgraebert/laptop-development-is-dead-why-remote-development-is-the-future-f92ce103fd13)

# Article summary:

1. Remote development is a superior development environment to laptop development due to its improved performance, scalability, and cost-effectiveness.

2. Remote development can be deployed as a Kubernetes pod, allowing for better control of the execution environment and cost savings.

3. CoderOSS is a free way to experience remote development and see if it is suitable for full-time developers.

# Article rating:

Appears well balanced: The article presents the information in a reliable and balanced way, without biases and prejudices. The claims made in the article are well supported and, where applicable, all sides of the argument are given opportunity to present their point of view. The article appears trustworthy and reliable.

# Article analysis:

The article presents the advantages of remote development over laptop development in an unbiased manner, providing evidence for each point made. The author also acknowledges potential counterarguments such as spotty internet access or lack of trust in browser-based IDEs, but provides solutions to these issues such as Starlink and ASTS for internet access and CoderOSS for IDE reliability. The article does not present any promotional content or partiality towards any particular product or service, nor does it omit any risks associated with remote development. Furthermore, the article does not make unsupported claims or leave out points of consideration; instead, it provides detailed explanations on why remote development is preferable to laptop development and how it can be implemented successfully. In conclusion, this article is reliable and trustworthy in its presentation of the advantages of remote development over laptop development.

# Topics for further research:

* Remote development security
* Remote development collaboration tools
* Remote development scalability
* Remote development cost savings
* Remote development infrastructure
* Remote development best practices

# Report location:

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