

Windows vs macOS for Developers (vsdiff.com)

| Feature | Windows | macOS |
|----------------------------|------------------------------------------------------------------------|--------------------------------------------------------------------------------|
| Development Environment | Supports various IDEs like Visual Studio, JetBrains products, and more | Optimal for Xcode, but also supports IDEs like IntelliJ and Visual Studio Code |
| Command Line Interface | PowerShell and Command Prompt | Terminal with Bash support |
| Package Management | NuGet, Chocolatey | Homebrew, MacPorts |
| Cross-Platform Development | Good support for Windows, Linux, and mobile development | Excellent for iOS and macOS development, okay for others |
| Cost | Typically lower cost; hardware can be cheaper | Higher upfront cost for hardware |
| Performance | Flexible, but can be resource-heavy | Optimized for hardware-software integration |

Source: <https://vsdiff.com/windows-vs-macos-for-developers/>