Another problem with TheIDE (detected on macOS 10.15 but it should be present on all platforms).
Steps to reproduce:
1) Launch a debug version of TheIDE (because it is slower).
2) Open a tutorial/Gui01 project and close it immediately before clangd finishes its job.
3) Launch a debug version of TheIDE again.
4) Open the tutorial/Gui01 project again.
5) Observe hanging TheIDE.

It looks like TheIDE stores intermediate data during clangd initialization.
If you quit TheIDE before clangd finishes its job this data gets broken.