# CAN YOU


-NISHAN PANTHA

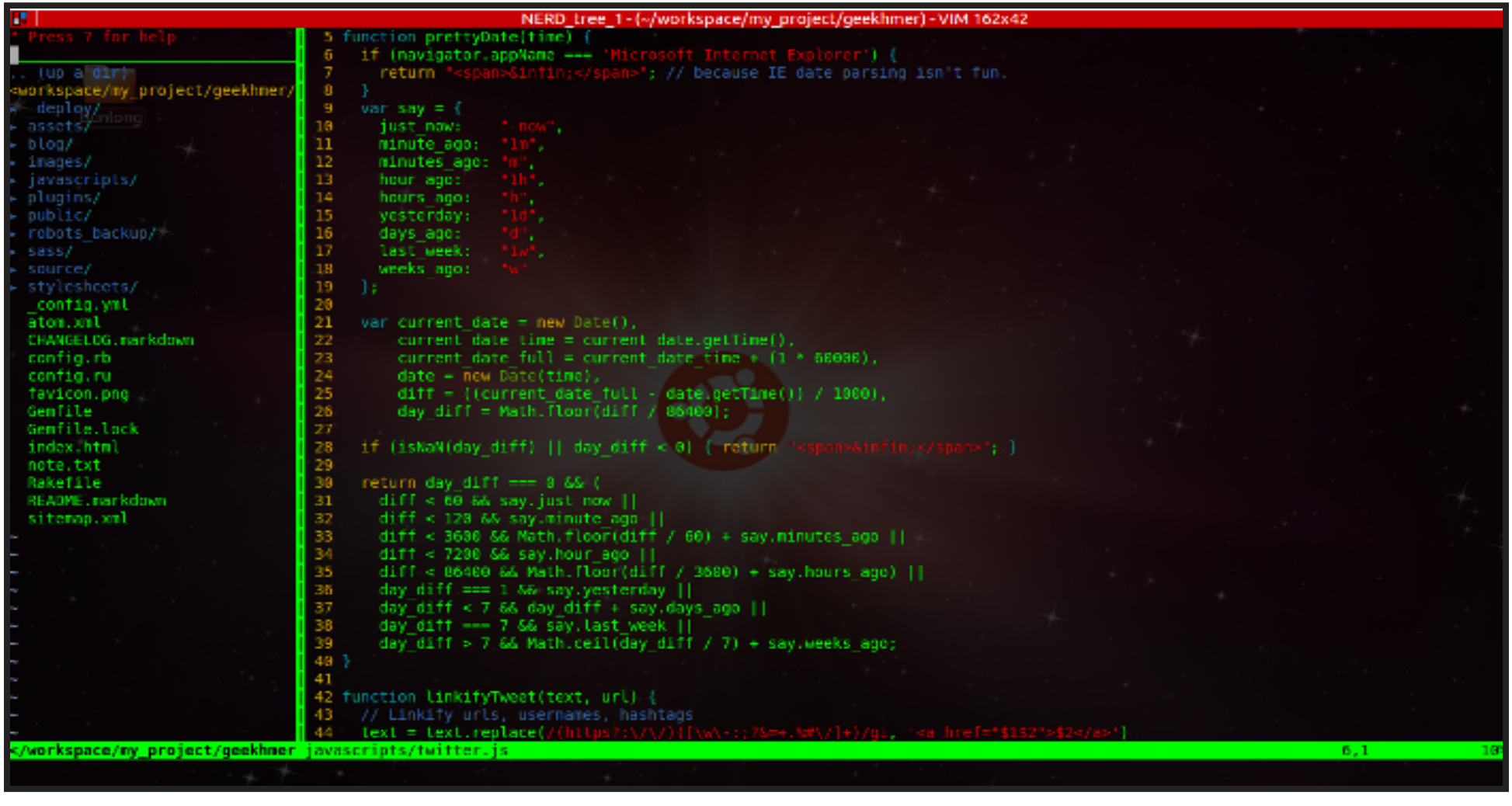
(PARADOX)

# WHAT IS VIM?

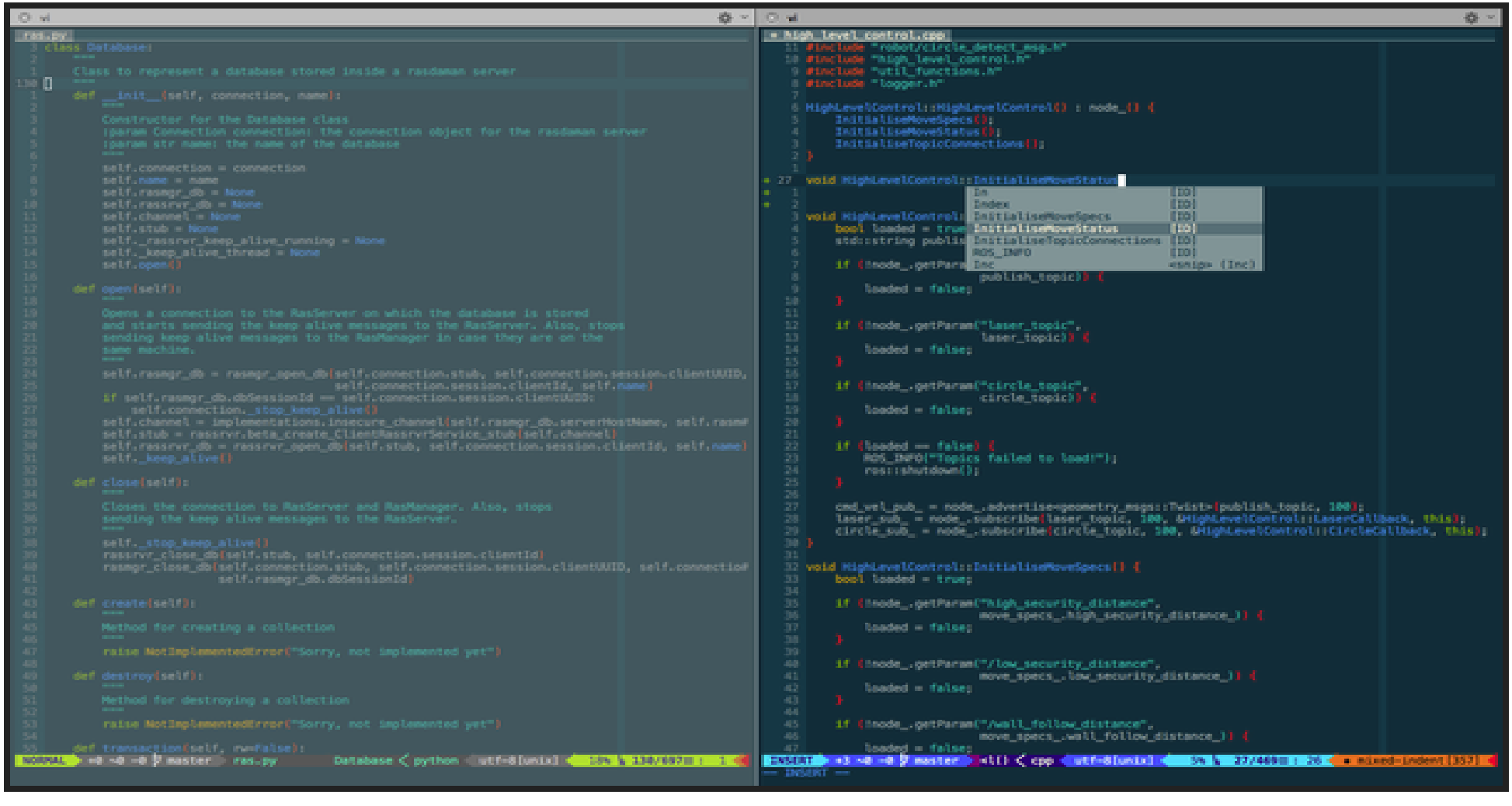
# NOT THIS

# THIS...

# THIS...


NERD_tree_1 - (~/workspace/my_project/geekhmer) - VIM 162x42
" Press ? for help
.. (up a dir)
<workspace/my_project/geekhmer/
deploy/
assets/
blog/
images/
javascripts/
plugins/
public/
robots_backup/
sass/
source/
stylesheets/
_config.yml
atom.xml
CHANGELOG.markdown
config.rb
config.ru
favicon.png
Gemfile
Gemfile.lock
index.html
note.txt
Rakefile
README.markdown
sitemap.xml
function prettyDate(time) {
if (navigator.appName === 'Microsoft Internet Explorer') {
return "∞"; // because IE date parsing isn't fun.
}
var say = {
just_now: " now",
minute_ago: "1m",
minutes_ago: "m",
hour_ago: "1h",
hours_ago: "h",
yesterday: "1d",
days_ago: "d",
last_week: "1w",
weeks_ago: "w"
};
var current_date = new Date(),
current_date_time = current_date.getTime(),
current_date_full = current_date_time + (1 * 86036),
date = new Date(time),
diff = ((current_date_full - date.getTime()) / 1000),
day_diff = Math.floor(diff / 86400);
if (isNaN(day_diff) || day_diff < 0) { return "∞"; }
return day_diff === 0 && (
diff < 60 && say.just_now ||
diff < 120 && say.minute_ago ||
diff < 3600 && Math.floor(diff / 60) + say.minutes_ago ||
diff < 7200 && say.hour_ago ||
diff < 86400 && Math.floor(diff / 3600) + say.hours_ago) ||
day_diff === 1 && say.yesterday ||
day_diff < 7 && day_diff + say.days_ago ||
day_diff === 7 && say.last_week ||
day_diff > 7 && Math.ceil(day_diff / 7) + say.weeks_ago;
}
function linkifyTweet(text, url) {
// Linkify urls, usernames, hashtags
text = text.replace(/(https?:\/\/)([\w\-:;?&=+.%#\/]+)/gi, '<a href="$1$2">$2</a>')
<workspace/my_project/geekhmer javascripts/twitter.js
6,1

# THIS...


ras.py
class Database:
"""
Class to represent a database stored inside a rasdaman server
"""
def __init__(self, connection, name):
"""
Constructor for the Database class
:param Connection connection: the connection object for the rasdaman server
:param str name: the name of the database
"""
self.connection = connection
self.name = name
self.rasmgr_db = None
self.rassrvr_db = None
self.channel = None
self.stub = None
self._rassrvr_keep_alive_running = None
self._keep_alive_thread = None
self.open()
def open(self):
"""
Opens a connection to the RasServer on which the database is stored
and starts sending the keep alive messages to the RasServer. Also, stops
sending keep alive messages to the RasManager in case they are on the
same machine.
"""
self.rasmgr_db = rasmgr_open_db(self.connection.stub, self.connection.session.clientUUID,
self.connection.session.clientId, self.name)
if self.rasmgr_db.dbSessionId == self.connection.session.clientUUID:
self.connection._stop_keep_alive()
self.channel = implementations.insecure_channel(self.rasmgr_db.serverHostName, self.rasmg
self.stub = rassrvr_beta_create_ClientRassrvrService_stub(self.channel)
self.rassrvr_db = rassrvr_open_db(self.stub, self.connection.session.clientId, self.name)
self._keep_alive()
def close(self):
"""
Closes the connection to RasServer and RasManager. Also, stops
sending the keep alive messages to the RasServer.
"""
self._stop_keep_alive()
rassrvr_close_db(self.stub, self.connection.session.clientId)
rasmgr_close_db(self.connection.stub, self.connection.session.clientUUID, self.connection
self.rasmgr_db.dbSessionId)
def create(self):
"""
Method for creating a collection
"""
raise NotImplementedError("Sorry, not implemented yet")
def destroy(self):
"""
Method for destroying a collection
"""
raise NotImplementedError("Sorry, not implemented yet")
def transaction(self, rw=False):
NORMAL master ras.py Database < python utf-8[unix] 18% 130/693 : 1
high_level_control.cpp
#include "robot/circle_detect_msg.h"
#include "high_level_control.h"
#include "util_functions.h"
#include "logger.h"
HighLevelControl::HighLevelControl() : node_() {
InitialiseMoveSpecs();
InitialiseMoveStatus();
InitialiseTopicConnections();
}
void HighLevelControl::InitialiseMoveStatus
En [IO]
Index [IO]
InitialiseMoveSpecs [IO]
InitialiseMoveStatus [IO]
InitialiseTopicConnections [IO]
ROS_INFO [IO]
Enc <snip> (Inc)
void HighLevelControl
bool loaded = true
std::string publis
if (!node_.getPara
publish_topic)) {
loaded = false;
}
if (!node_.getParam("laser_topic",
laser_topic)) {
loaded = false;
}
if (!node_.getParam("circle_topic",
circle_topic)) {
loaded = false;
}
if (!loaded == false) {
ROS_INFO("Topics failed to load!");
ros::shutdown();
}
cmd_vel_pub_ = node_.advertise<geometry_msgs::Twist>(publish_topic, 100);
laser_sub_ = node_.subscribe(laser_topic, 100, &HighLevelControl::LaserCallback, this);
circle_sub_ = node_.subscribe(circle_topic, 100, &HighLevelControl::CircleCallback, this);
}
void HighLevelControl::InitialiseMoveSpecs() {
bool loaded = true;
if (!node_.getParam("high_security_distance",
move_specs_.high_security_distance_)) {
loaded = false;
}
if (!node_.getParam("/low_security_distance",
move_specs_.low_security_distance_)) {
loaded = false;
}
if (!node_.getParam("/wall_follow_distance",
move_specs_.wall_follow_distance_)) {
loaded = false;
INSERT master <ll] < cpp utf-8[unix] 3% 27/469 : 26 mixed-indent [33]
-- INSERT --

# ...AND THIS...


ESC
Q W E R T Y U I O P
LINE FEED
RETURN
CTRL
A S D F G H J K L
SHIFT
Z X C V B N M
SHIFT
REPEAT
CLEAR
HOME

# TEXT EDITOR

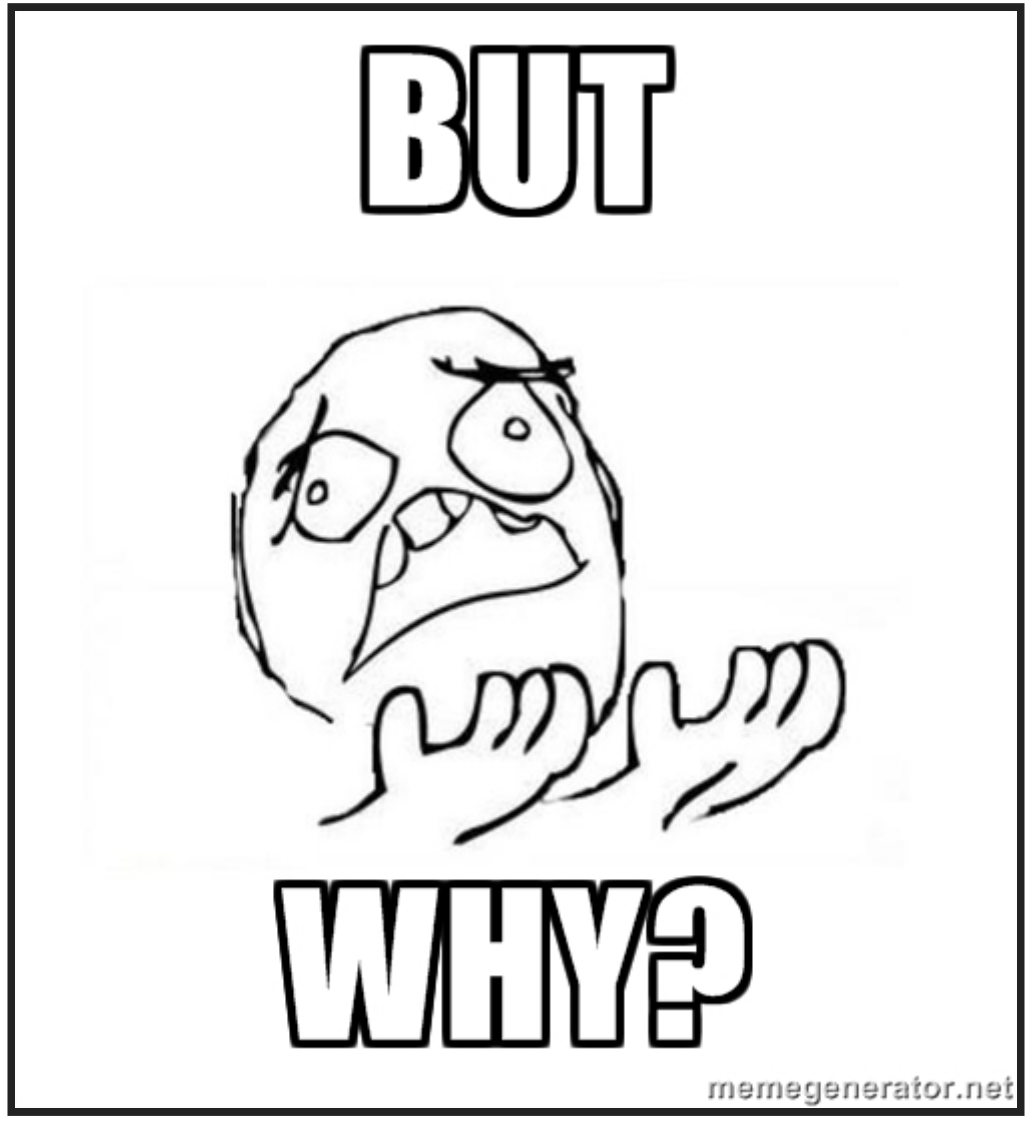
YAY...

# VI

# IMPROVED

# TEXT BASED USER INTERFACE

# WHY?



# TYPE LESS, DO MORE

# REMOVE REDUNDANT MOVEMENT

# INCREASED CODING SPEED

# AVAILABLE EVERYWHERE

# CUSTOMIZATION

# CUSTOMIZATION

# plugins

# PLUGIN MANAGER

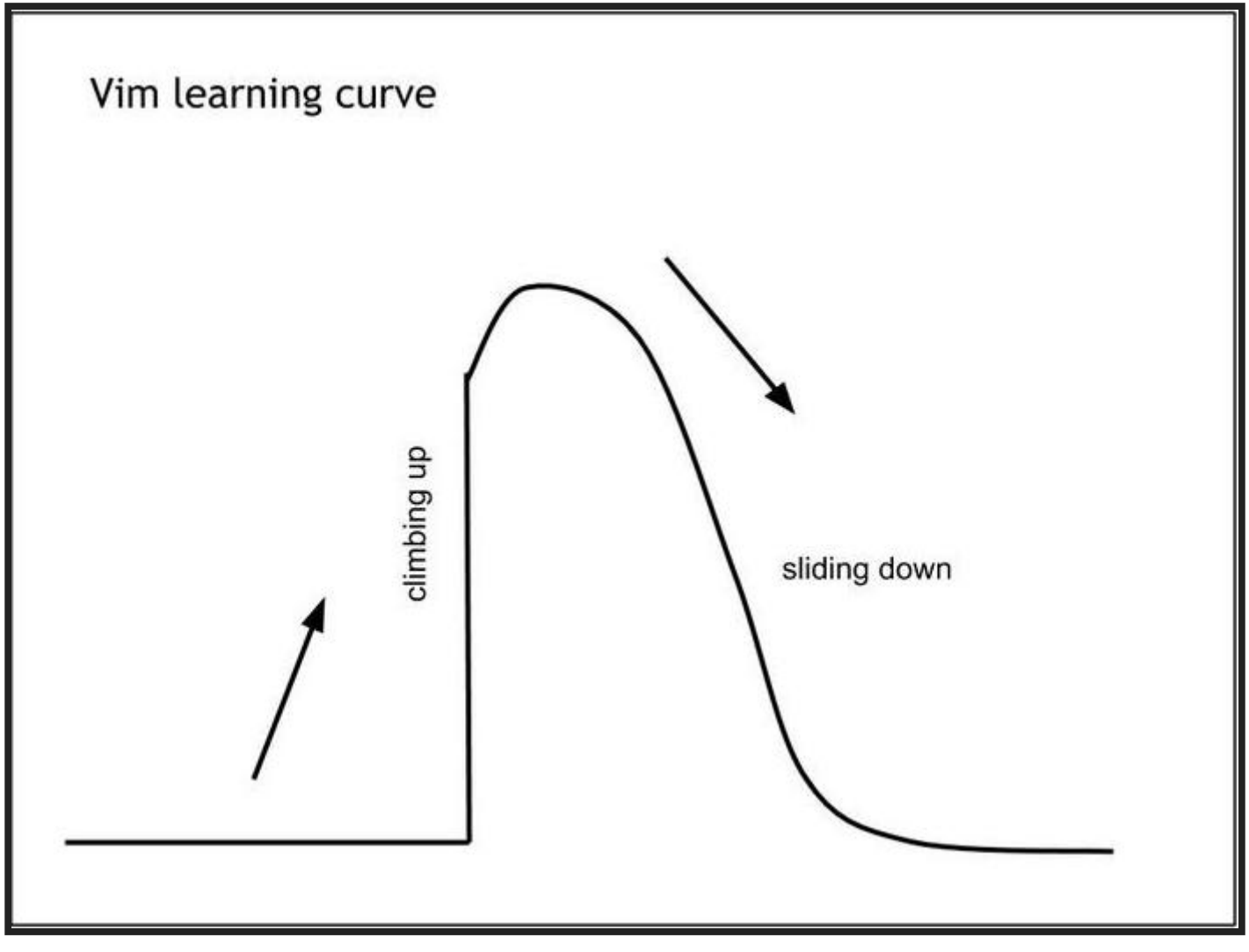
vundle

vim-plug

# VIMRC

Unleash the power within

# LEARNING CURVE



# LET'S GET STARTED

# MODAL BEHAVIOUR

# 3 POPULAR MODES

## INSERT MODE

## NORMAL MODE

## VISUAL MODE

# INSERT MODE

SAME AS ANY OTHER TEXT EDITOR

# NORMAL MODE

# ESCAPE TO NORMAL

# NORMAL IS ABNORMAL

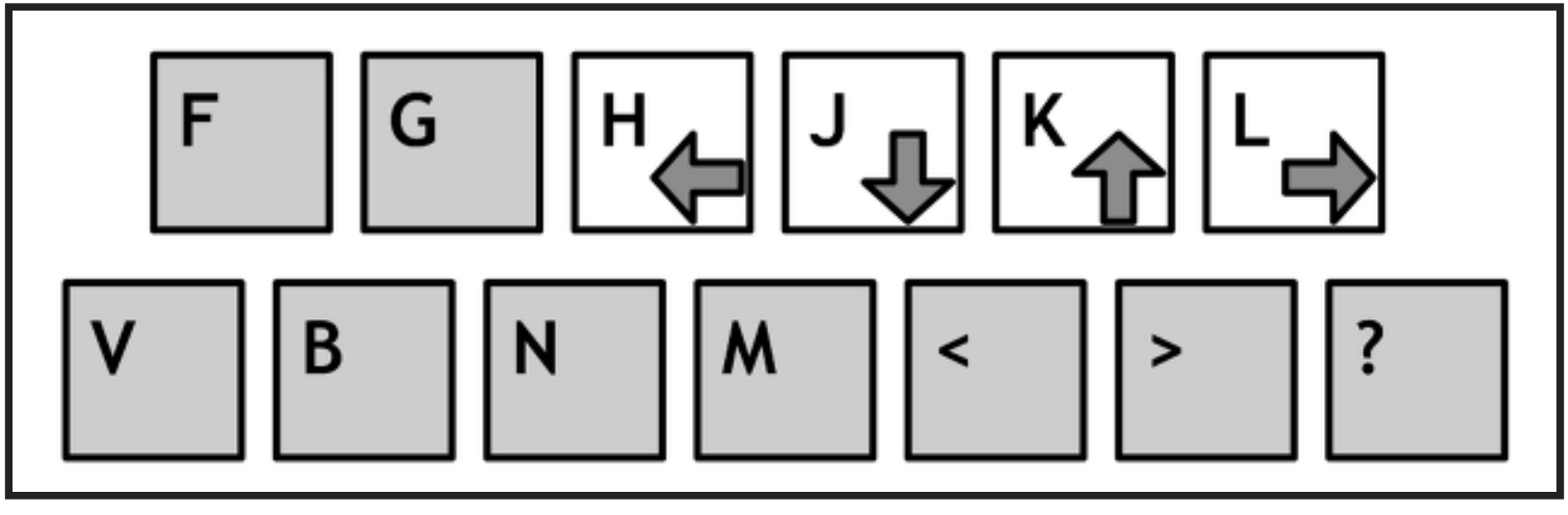
# WHAT CAN YOU DO?

navigation
change settings
split screens and windows
load, save

# YOU CAN DO ANYTHING

# BASIC NAVIGATION

# MOVE WITHOUT ARROWS



# WORDWISE MOVEMENT

w : forward to beginning of word

b : backward to beginning of word

e : move to end of word

# LINEWISE MOVEMENT

<number> gg : goto line no. number

gg : goto first line

G : goto end of the file

# LINEWISE MOVEMENT

0 : move to beginning of the current line

$ : move to end of the current line

# PAGEWISE MOVEMENT

CTRL-B : move one page up

CTRL-F : move one page down

# DELETION

x : delete a single character under cursor

dd : delete current line

d <other motion> : delete with other motion

r <character> : replace current character by character

# MULTIPLY NAVIGATION

2h : move left by two characters

3l : move right by 3 characters

5j : move down by 5 lines

7k : move up by 7 lines

# MULTIPLY NAVIGATION

2w : move forward 2 words

3b : move backward 3 words

d3w : delete next 3 words

d3b : delete next 3 words

# MULTIPLE DELETION

d3w : delete next 3 words

d3b : delete next 3 words

# NORMAL MODE

## COPY/PASTE

yy or YY : copy(yank) current line

p : paste before the cursor

P : paste after the cursor

# CUT

## ANY DELETE MOTION

x / d / dd

# ADD OTHER MOTION

# SEARCH

/

goto search mode

forward slash followed by letters

n

goto next searched word

N

goto previous searched word

# SAVE/QUIT/LOAD

:w save current file

:q quit current file after saving

:q! quit current file without saving

# VISUAL MODE

V(small)

Character wise selection

V(capital)

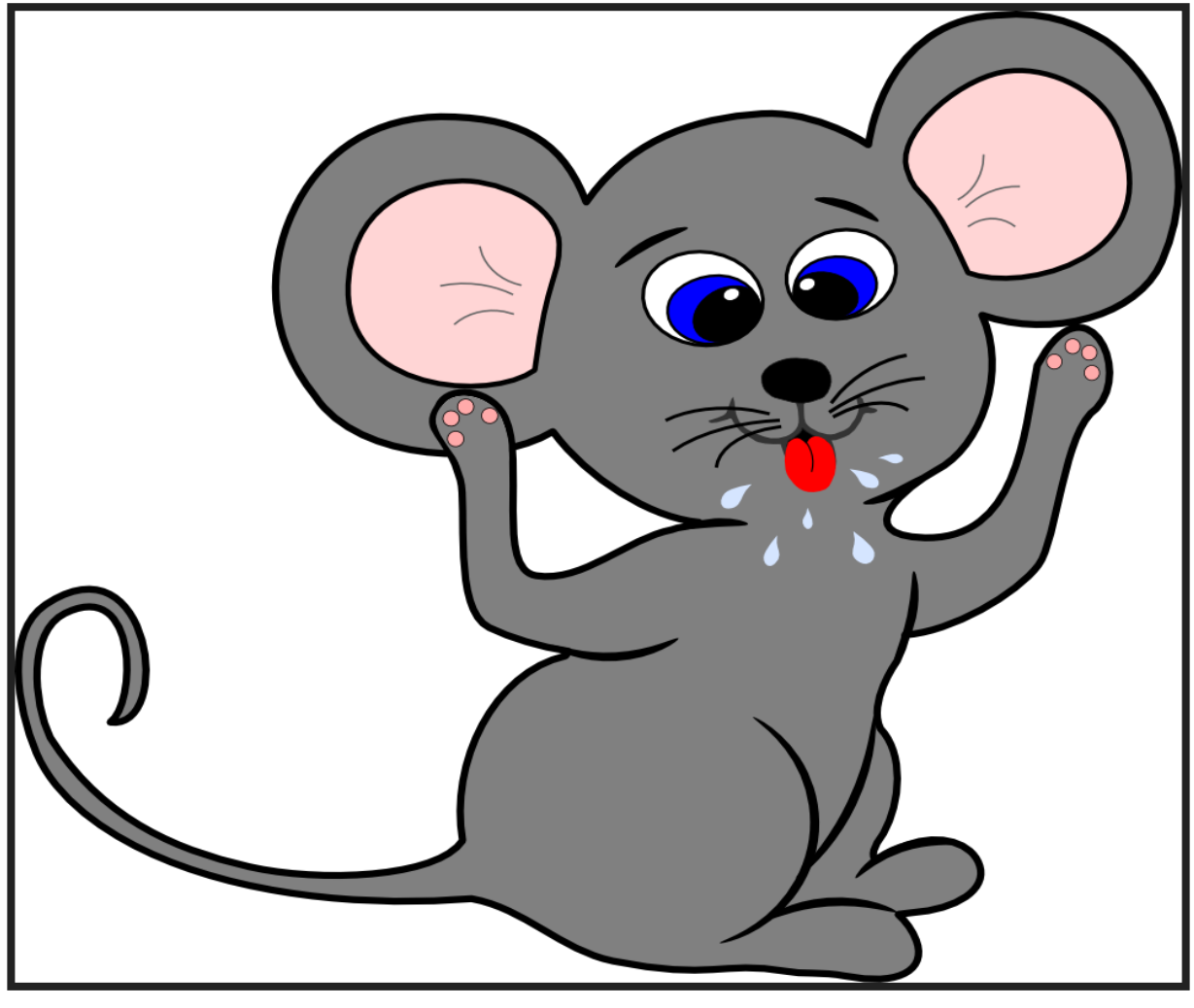
Block wise selection

SO ???

# INVEST IN YOURSELF

# DON'T START AT WORK

# BREAK UP



# STEAL YOUR FRIENDS' DOTFILES

# KEEP PRACTICING

vimtutor

http://www.openvim.com/

LEARN. SHARE. SMILE

# CARPE DIEM

make it your own