
Scripts Reference

.vimrc

```
1 " Cargar configuraciones modulares
2 source ~/.vim/configs/general.vim
3 source ~/.vim/configs/keybindings.vim
4 source ~/.vim/configs/functions.vim
5 source ~/.vim/configs/settings.vim
```

general.vim

```
1 syntax on
2 filetype on
3 set backspace=indent,eol,start
4 set clipboard=unnamedplus
5 set autowrite
6 set mouse=a
7 colorscheme habamax
```

settings.vim

```
1 set number
2 set relativenumber
3 set tabstop=2
4 set expandtab
5 set shiftwidth=2
6 set softtabstop=2
7 set autoindent
8 set smartindent
9 set expandtab
10 set cindent
11 set scrolloff=8
12 set sidescroll=8
13 set wildmenu
14 set completeopt=menu,menuone,noselect
```

keybindings.vim

```
1 " Leader Key
2 let mapleader = " "
3
4 " Basic Keybindings
```

```

5 noremap <Leader>w :w<CR>
6 noremap <Leader>wq :wq<CR>
7 noremap <Leader>q :q<CR>
8 noremap <Leader>wr <C-w>r
9 noremap <Leader>bn :bnext<CR>
10
11 " Navigation
12 inoremap <C-h> <Left>
13 inoremap <C-l> <Right>
14 inoremap <C-j> <Down>
15 inoremap <C-k> <Up>
16
17 " Window Navigation
18 noremap <Leader>k :wincmd +<CR>
19 noremap <Leader>j :wincmd -<CR>
20 noremap <Leader>l :wincmd ><CR>
21 noremap <Leader>h :wincmd <<CR>
22 noremap <C-j> <C-W>j
23 noremap <C-k> <C-W>k
24 noremap <C-l> <C-W>l
25 noremap <C-h> <C-W>h

```

functions.vim

```

1 " Function for Compilation
2 function! Compile()
3     execute "w"
4     silent execute "!g++ % -o runfiles/executable > runfiles/problem.log
5         2>&1 && echo 'Compilacion exitosa :3' >> runfiles/problem.log"
6     redraw!
7 endfunction
8
9 " Function for Execution
10 function! Execute()
11     silent execute "!./runfiles/executable < runfiles/data.in > runfiles/
12         problem.out"
13     if v:shell_error == 0
14         silent execute "!echo 'Ejecución completa:' > runfiles/problem.log"
15         silent execute "!/usr/bin/time -o runfiles/problem.log -f \> Time:
16             \\%S s\\n> Memory: \\%M KB\" ./runfiles/executable < runfiles/
17             data.in > /dev/null"
18     else
19         silent execute "!echo 'Error en la ejecución' > runfiles/problem.
20             log"
21     endif
22     redraw!
23 endfunction
24
25 noremap <Leader>cc :call Compile()<CR>

```

```
21 nnoremap <Leader>ce :call Execute()<CR>
22 nnoremap <F5> <Leader>cc
23 nnoremap <F6> <Leader>ce
24 nmap <Leader>cr <Leader>cc<CR><Leader>ce
```

layouts.vim

```
1 " Se usa como: vim A-Problem.cpp -S layouts.vim
2 set splitright
3 vs runfiles/data.in
4 set splitbelow
5 sp runfiles/judge.out
6 sp runfiles/problem.out
7 set autoread
8 sp runfiles/problem.log
9 set autoread
10 wincmd h
```

Recursos adicionales en dir: vim-layouts

B-Problem.cpp

```
1 #include<iostream>
2
3 using namespace std;
4
5 int main(){
6     cout << "Hellooo";
7 }
```

A-Problem.cpp

```
1 #include<iostream>
2
3 using namespace std;
4
5 int main(){
6     string str;
7     getline(cin, str);
8     cout << "Esta es la salida del codigo\n";
9     cout << "Data.in: " << str;
10 }
```

Recursos adicionales en dir: runfiles

problem.out

```
1 Esta es la salida del código
2 Data.in: Aquí deberían ir los datos de entrada
```

data.in

```
1 Aquí deberían ir los datos de entrada
```

judge.out

```
1 Aquí debería ir la salida esperada
```

problem.log

```
1 > Time: 0.00 s
2 > Memory: 3704 KB
```

hola_mundo.py

COMENTARIOS

Imprime hola mundo xd

Esta es la descripción del script

```
1 #!/usr/bin/env python3
2
3 print("Hola mundo")
```

hola_mundo.sh

```
1 #!/usr/bin/env zsh
2
3 echo "Hola mundo"
```

hola_mundo_from_file.py

COMENTARIOS

Escribe hola mundo por consola xd

Lee el hola mundo desde un archivo

Para leer el archivo se hace uso de una ruta absoluta:

“~/cp-scripts/scripts/hola_mundo/resources/hola_mundo.txt”

```
1 #!/usr/bin/env python3
2
3
4 import os
5
6 home_directory = os.path.expanduser("~")
7
8 file_path = os.path.join(
9     home_directory, ".cp-scripts/scripts/hola_mundo/resources/
10     hola_mundo.txt"
11 )
12 # Este comentario deberia ser parte del codigo y no de los comentarios
13 with open(file_path, "r") as f:
14     print(f.read())
```

Recursos adicionales en dir: resources

hola_mundo.txt

```
1 Hola mundo desde un archivo :>
```