

Editors (Vim)

Writing English words and code are distinct tasks. For programming, efficient navigation and editing are key, hence specialized editors like Vim are essential.

Learning a New Editor

- **Tutorial:** Begin with guided learning.
- **Consistency:** Use the editor for all text editing tasks.
- **Curiosity:** Look up better ways to perform tasks.

Mastering an Editor

- **Hour 1-2:** Learn basic functions.
- **Hour 20:** Match previous editor speed.
- **Beyond:** Save time with advanced knowledge and muscle memory.

Which editor to learn?

Programmers have **strong opinions** about editors.

- **Popular Editors:**
 - **Visual Studio Code**
 - **Vim**

Vim

Vim, stemming from Vi (1976), is a powerful command-line-based editor, still evolving and supported by many tools through Vim emulation modes.

Philosophy of Vim

Vim is a *modal* editor designed for efficiency:

- **Modes:** Inserting vs. Manipulating text.
- **Programmability:** With Vimscript and languages like Python.
- **Keystroke Commands:** Mnemonic keystroke commands are composable.
- **Mouseless Operation:** Prioritizes keyboard use over the mouse.

Modal Editing in Vim

Vim's modes optimize for less writing and more editing:

- **Normal:** Navigate and edit.
- **Insert:** Insert text.
- **Replace:** Replace text.
- **Visual:** Select text.
- **Command-line:** Execute commands.

Mode-switching is done using keystrokes like `<ESC>`, `i`, `R`, `v`, `V`, `<C-v>`, and `:`.

Basics of Vim

Inserting Text

Switch to Insert mode with `i` and return to Normal with `<ESC>`.

Buffers, Tabs, and Windows

- **Buffers:** Open files.
- **Tabs/Windows:** Organize views and splits.

Basics of Vim (cont.)

Command-line Mode

Commands like `:q`, `:w`, `:wq`, `:e {file}`, `:ls`, and `:help {topic}` control file operations and more.

Vim's Interface as a Programming Language

Vim's keystrokes, the "nouns" and "verbs", are commands that are composable for efficient editing.

Movement Commands

- **Basic:** `hjk1`
- **Words:** `w`, `b`, `e`
- **Lines:** `0`, `^`, `$`
- **Screen:** `H`, `M`, `L`
- **Scroll:** `Ctrl-u`, `Ctrl-d`
- **File:** `gg`, `G`
- **Line numbers:** `:{number}<CR>`, `{number}G`
- **Find:** `f{char}`, `t{char}`, `F{char}`, `T{char}`, `,`, `;`
- **Search:** `{regex}`, `n`, `N`

Visual Selection and Editing

- Visual Modes: `v`, `V`, `Ctrl-v`
- Editing Commands: `i`, `o`, `O`, `d{motion}`, `c{motion}`, `x`, `s`, `u`, `<C-r>`, `y`, `p`

Counts and Modifiers

- **Counts:** Repeat actions with a number (e.g., `3w` , `5j`).
- **Modifiers:** Modify the scope of actions (e.g., `ci(` , `da'`).

Demo: Fixing Fizz Buzz

A broken `fizz buzz` implementation is fixed using Vim, demonstrating the editor's efficiency and command composition.

```
def fizz_buzz(limit):  
    for i in range(limit):  
        if i % 3 == 0:  
            print('fizz')  
        if i % 5 == 0:  
            print('buzz')  
        if i % 3 and i % 5:  
            print(i)  
  
def main():  
    fizz_buzz(10)
```

Customizing Vim

- Use `~/.vimrc` for a personalized setup.
- Start with a basic config from [here](#).

Extending Vim with Plugins

No need for a plugin manager; use Vim's built-in package management system.

Favorite plugins include:

- [ctrlp.vim](#)
- [ack.vim](#)
- [nerdtree](#)
- [vim-easymotion](#)

Vim-mode in Other Programs

Vim emulation is available in many tools, enhancing productivity across various environments.

- **Shell:** `set -o vi`, `bindkey -v`, `fish_vi_key_bindings`
- **Readline:** `set editing-mode vi` in `~/.inputrc`
- **Browsers:** Vimium for Chrome, Tridactyl for Firefox
- **Jupyter notebooks:** Vim bindings available

Advanced Vim Techniques

Advanced features like search and replace, window management, and macros showcase Vim's power.

- **Search and Replace:** `:s/foo/bar/g`
- **Windows:** `:sp` , `:vsp`
- **Macros:** Record with `q{char}` , replay with `@{char}`

Resources for Learning Vim

- `vimtutor`
- [Vim Adventures](#)
- [Vim Tips Wiki](#)
- [Vimways](#)
- [Vim Golf](#)
- [Vi/Vim Stack Exchange](#)
- [Vimcasts](#)
- [Practical Vim](#) (book)