

So the Vim tutor basically just had me go through the tutorial and showed me how to do some basic operations on the Vim editor.

Things learned so far:

:q! exits without saving,

i allows you to type

A allows you to append

o allows you to open a line below the cursor

O allows you to open a line above the cursor

:wq exits and saves

dw deletes word from cursor highlighted point till end of word

d\$ deletes line from cursor highlighted point till end on line

dd deletes entire row

dnw (where n=number) deletes an amount of characters

corresponding to that number

ndd deletes n rows

u undoes 1 thing

U undoes an entire line

CTRL-R re-does the commands so if you undid too much you can get it back

motion: - w end of word

- \$ end of line

- e beginning of word (?)

- 0 next line

p inserts a deleted line/s where below where the cursor is placed

r (letter) replaces a character with another one

ce allows you to change a word from that point onwards

c\$ allows you to replace a line

CTRL-G gives you the position in a file

G brings you to end of file

gg bring you to beginning of file

number G brings you to that line of the file

/ word searches for that word in the file

? word does the same, just in the backward direction

n brings you to another result of the search

N brings you back to a previous one (backward)

CTRL-O moves you to the previous location

CTRL-I moves you back from there

% brings you to the matching (, [, { your cursor is on

:s/old/new/g substitutes the old with the new (globally)

if you don't want it global, but just for one occurrence, then neglect the /g

Type :! followed by an external command executes that command

:!del FILENAME to delete that file

:w FILENAME to save the file

v motion allows you to highlight text to delete, save, change, etc.

:r FILENAME inserts contents of that file below the cursor

:r !dir reads the output of the dir command and puts it below the cursor position

y copies highlighted text so you can paste it w/ p
R places you into replace mode (each character you type replaces
a pre-existing one)