# BOUST YOUR CODING FU

with VSCode and Vimi

# CHEATSHEET

### BABY STEPS

- h move cursor to the left
- j move down
- k move up
- 1 move right
- i Go into Insert mode
- <ESC> <C-C> <C-[> Go back to Normal mode

# MOVE FAST Word by Word

- w move to the beginning of next word
- b move to the beginning of the previous word
- e move to the end of the next word
- ge move to the end of the previous word

# FIND CHARACTER

- f{character} Find next occurrence of character
- F{character} Find previous occurrence of character
- t{character} Find next
   occurrence of character and place
   cursor just before it
- T{character} Find previous occurrence of character and place cursor just before it

- w move to the beginning of next
   WORD
- B move to the beginning of the previous WORD
- move to the end of the next
   WORD
- gE move to the end of the previous WORD

- Go to next occurrence of {character}
- Go to previous occurrence of {character}

# MOVE EXTREMELY HORIZONTALLY

- Ø Moves to the first character of a line
- Moves to the first non-blank character of a line
- \$ Moves to the end of a line
- g Moves to the non-blank character at the end of a line

# MOVE FASTER VERTICALLY

- Jumps entire paragraphs downwards
- { similarly but upwards
- CTRL-D lets you move down half a page by scrolling the page
- CTRL-U lets you move up half a page also by scrolling

# HIGH PRECISION VERTICAL MOTIONS WITH SEARCH

- /{pattern} Search for {pattern}.{pattern} is a regex.
- ?{pattern} Search for {pattern} backwards.
- / Repeat last search forwards
- Repeat last search backwards
- n Go to next match
- Go to previous match

# MOVE FASTER WITH COUNTS

- {count}{motion} Repeat {motion} {count} times
- 2w Jump to second word
- 4f" Jump to fourth occurrence of the " character
- 3/cucumber Jump to third match of "cucumber"

# MOVE SEMANTICALLY

- gd Go to definition (of the word under the cursor)
- gf Go to file (for file under the cursor)

# MORE NIFTY CORE MOTIONS

- gg Go to the top of the file
- {line}gg Go to {line}
- G Go to the end of the file
- % jump to matching ({[]})

# EDIT LIKE MAGIC WITH VIM OPERATORS

- {operator}{count}{motion}
   Apply operator on bit of text covered by motion
- d delete
- c change
- y yank (copy)
- p p (paste)
- g~ switch case

# LINEWISE OPERATORS

- dd delete a line
- cc change a line
- yy yank (copy) a line
- g~~ switch case of a line
- >> shift line right
- << shift lineleft</li>
- == format line

# CAPITAL CASE (STRONGER VERSION) OPERATORS

- D delete from cursor to the end of the line
- c change from cursor to the end of the line
- Y yank (copy) a line. Like yy
- put (paste) before the cursor

- > shift right
- shift left
- **=** format

## TEXT OBJECTS

- {operator}a{text-object} Apply operator to all text-object including trailing whitespace
- {operator}i{text-object} Apply operator inside text-object
- diw delete inner word
- daw delete a word
- dis delete inner sentence
- das delete a sentence
- dip delete inner paragraph
- dap delete a paragraph
- di( dib delete inside parentheses
- da( dab delete text inside parentheses (including parentheses)
- di{ diB delete inside braces
- da{ daB delete text inside braces (including braces)
- di[ delete inside brackets
- da[ delete text inside brackets (including brackets)
- di" delete inside quotes

# REPEAT LAST CHANGE

• Repeat the last change

# CHARACTER EDITING COMMANDS

- x delete a character. Like dl
- x delete character before the cursor. Like dh
- s change a character. Like cl
- witch case of a character

- da" delete a quoted text (including quotes)
- dit delete inside tag
- dat delete a tag (including tag)
- ciw same goes for other operators...

# UNDO AND REDO

- u undo last change
- C-R redo last undo
- {count}u undo last {count}changes

#### INSERTING TEXT

- i go into insert mode before the cursor
- a go into insert mode after the cursor
- go into insert mode at the beginning of a line
- A go into insert mode at the end of a line
- insert new line below current line and go into insert mode
- insert new line above current line and go into insert mode
- gi go to the last place you left insert mode
- С-н delete last character
- C-W delete last word
- c-u delete last line

### VISUAL MODE

- go into character-wise visual mode
- v go into line-wise visual mode
- C-V go into block-wise visual mode (to select rectangular blocks of text)
- {trigger visual mode}{motion} {operator} Visual mode operates in kind of the opposite way to normal mode. First you specify the motion to select text, and then you apply the operator

# OPERATE ON NEXT SEARCH MATCH

- {operator}gn Apply operator on next match
- After using {op}gn, the dot commant repeats the last change on the next match. Woooot!

# COPYING AND PASTING

- y{motion} yank (copy) text covered by motion
- p put (paste) after cursor
- P paste before cursor
- yy copy line
- Y copy line
- yyp duplicate line
- ddp swap lines
- xp swap characters
- "ay{motion} copy to register a
- "Ay{motion} copy and append to register a
- "ap paste from register a
- unnamed register
- ø yank register
- 1-9 delete registers
- [a-z] named registers
- C-R a paste from register a when in Insert mode

# COMMAND-LINE MODE

- :edit {file} :e {file} create or edit file
- :write :w save file
- :quit :q close file
- :write! :w! force save file
- :quit! :q! close file without saving
- :wq save and close file
- :wall :wa save all files
- :qall :qa close all files
- :wqall :wqa save and close all files
- :qall! :qa! close all files without saving
- :[range]delete [register] :[r]d

  [r] delete multiple lines into

  register
- @: repeat last ex command
- @ after repeating it once, you can continue repeating with this

# COMMAND-LINE MODE RANGES

- :{start},{end} start and end lines of range e.g. :1,2d
- :{start},{offset} start and offset lines of range e.g. :1,+2d
- current line e.g. :.,+2d
- % whole file e.g. :%d
- ø beginning of file e.g. :0,10d
- \$ end of file e.g. :10,\$d
- :'<,'> visual selection

# COMMAND-LINE MODE SUBSTITUTE

- :
  [range]/{pattern}/{substitute}/[flags]
  substitute matched pattern for
  string literal in given range
- g flag substitute all matches in a line
- i flag case insensitive search
- c flag confirm substitution for each match

## SPLIT MINDOMS

- :sp {file} Open file in a horizontal split
- :vsp {file} Open file in a vertical
  split
- C-W S Open same file in a horizontal split
- C-W V Open same file in a vertical split
- C-W h Move to split to the left
- C-W j Move to split below
- C-W k Move to split above
- C-W 1 Move to split to the right

#### TABS

- :tabnew {file} Open file in new
  tab
- :tabnext :tabn Jump to next tab
- :tabprev :tabp Jump to previous tab
- :tabonly :tabo Close all other tabs

### VIM SURROUND

- ds delete surroundings e.g. ds"
- cs change surroundings e.g.
   cs\*tem>
- ys add surroundings e.g. ysiw"
- ds" delete surrounding quotes
- cs\*tem> change surrounding \* for the <em> tag

# CUSTOM MAPPINGS (THEY NEED TO BE ADDED TO YOUR CONFIG)

- ysiw" surround word under the cursor with quotes
- In visual mode you can select some text, then type S to add surroundings. e.g. Stp> to wrap the selection in a tag

#### Insert mode

• jk Go back to normal mode

#### Normal mode

- J Go down faster
- K Go up faster
- <leader>j Join lines
- <leader>/ Clear highlighted text
- <leader>w Save file
- <leader>p Open command palette
- <leader>t Go to symbol in file
- **C-H>** Move to the window on the left
- C-J> Move to the window below
- <C-K> Move to the window above
- C-L> Move to the window on the right
- <leader>tt Create new tab
- <leader>tn Move to next tab
- <leader>tp
   Move to previous tab
- <leader>to Close all tabs but the current one

MOVING FASTER
WITH VIM-

MOVING FASTER WITH MULTIPLE CURSORS

#### SHEAK

- s{char}{char} Jump to the next ocurrence of {char}{char}
- S{char}{char} Jump to the previous ocurrence of {char}{char}
- Go to next occurrence of {char} {char}
- Go to previous occurrence of {char}{char}
- {op}z{char}{char}
   Apply operator
   on text traversed by vim sneak
   motion

### EASYMOTION

- <leader><leader>w start of words
- <leader><leader>b start of words
  backwards
- <leader><leader>bdw start of words everywhere. The bd stands for bidirectional
- <leader><leader>e end of words
- <leader><leader>gebackwardsend of words
- <leader><leader>bdw end of words everywhere
- <leader><leader>j beginning of lines
- <leader><leader>k
   beginning of
- <leader><leader>f{char} find
   character
- <leader><leader>F{char} find character backwards
- <leader><leader>t{char} Until
  character
- <leader><leader>T{char} until
  character backwards
- <leader><leader>s{char} search character everywhere

#### Based on Search

- CMD-D> <C-D> gb Adds an additional cursor. This command puts you in visual mode. In effect, it selects all the words under each new cursor at once.
- {operator} Applies operator on words selected by the multiple cursors.
- Insert before multiple words at the same time
- A Append after multiple words at the same time

#### In Consecutive Rows

- <C-V> Go into Visual-block mode and select text using motions
- {operator} Applies operator on visual selection.
- I Insert before visual selection
- A Append after visual selection

# REUSABLE EDITING WITH MACROS

- q{register} Start recording a new macro in {register}
- q Stop recording macro
- @{register} Replay macro in {register}
- @ Replay the last macro that you executed

# INTEGRATING WITH NEOVIM

- :[range]copy {address} Copy lines after {address} line
- :[range]move {address} Move lines after {address} line
- :[range]normal {commands} Apply normal mode commands on a range of lines
- :execute "{ex-command}" Execute string as an Ex command. Useful in combination with normal when the normal mode commands include special characters.
- [range]global/{pattern}/{command}
  Execute an Ex command on lines
  within a range that match a
  pattern. The default range is the
- within a range that match a pattern. The default range is the whole file. Really useful in combination with the normal command.
- :
  [range]global!/{pattern}/{command}
  Execute an Ex command on lines

# SOME HANDY VSCODE ONLY MAPPINGS

- af Select increasingly bigger blocks of text
- e gh Equivalent to hovering the mouse over a bit of text.

within a range that do not match a pattern.

# BONUS 01: ENTIRE AND ARGUMENTS TEXT OBJECTS

- dae Delete complete buffer
- yae Yank complete buffer
- cia Change function argument
- daa Delete function argument including separator

# FASTER. BETTER. STRONGER.

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