

Editing and Browsing code exercise solutions

Vim Exercises

1. To be done
-

2. 2nd question solution:

I have created a C file named 'a.c' which consists of 4 dummy functions, each function having nested if loops in it. Here variables and arguments are multi-user names.

```
ignitarium@IGN-BLR-LP-215:~/editing_browsing$ cat a.c
#include<stdio.h>

int func1(int arg1, int kat) {
int var1=100,var2=200,var3=300;
if(var1 != var2) {
if(var2 != var3) {
printf("%d",&var3);
}
}
}

int func2(int arg2, int arg3) {
int var1=100,var2=200,var3=300;
if(var1 != var2) {
if(var2 != var3) {
printf("%d",&var3);
}
}
}

int func3(int arg4) {
int var1=100,var2=200,var3=300;
if(var1 != var2) {
if(var2 != var3) {
printf("%d",&var1);
}
}
}

int func4(int qwer) {
int var1=100,var2=200,var3=300;
if(var1 != var2) {
if(var2 != var3) {
printf("%d",&var2);
}
else {
printf("%d",&var1)
}
}
}

ignitarium@IGN-BLR-LP-215:~/editing_browsing$ □
```

3. 3rd question solution:

- Go to the end of the file: Press Esc and then Shift + G.
 - Go to the start of the file: Press G key twice.
 - Go to starting brace of first function:
 - Go to the end brace:
 - Go to the start of the line of function prototype:
 - Go to starting parenthesis:
 - Go to first argument:
 - Go to last letter of first argument:
-

4. 4th question solution:

- To put marker at start of each function, go to the location where you want to put marker and enter mx , where x represents single character id for new marker, similarly add new markers at start of each function.
 - To move from one marker to other, press ' along with character id of that marker
-

5. 5th question solution:

- To horizontally split try, "CTRL-spacebar h s" , then the window will split into two horizontally.
 - In another window open a new file "b.c" and copy 1st and 3rd function from a.c into b.c. copy each block separately then save and close b.c.
-

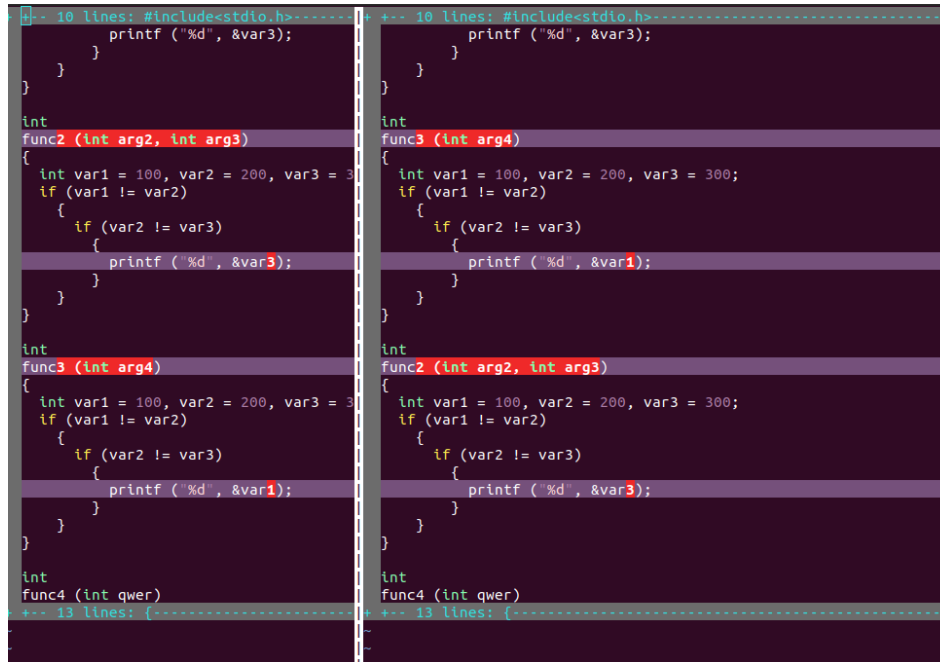
- 6. To be done
 - 7. To be done
 - 8. To be done
-

9. 9th question solution:

- To vertically split try, "CTRL-spacebar v s" , then the window will split into two vertically.
 - In another window open a new file "b.c" and copy the 2nd and 4th function from a.c, then save and close b.c. close a.c
-

10. 10th question solution:

→ Use vimdiff to find the difference between a.c and b.c



The screenshot shows a vimdiff window with two files side-by-side. The left pane shows file 'a.c' and the right pane shows file 'b.c'. Both files have 10 lines of code. The differences are highlighted in red and green. In 'a.c', the function 'func2' takes arguments 'int arg2, int arg3' and prints '%d, &var3'. In 'b.c', the function 'func3' takes argument 'int arg4' and prints '%d, &var1'. The function 'func2' in 'b.c' takes arguments 'int arg2, int arg3' and prints '%d, &var3'. The function 'func4' in both files takes argument 'int qwer'.

```
10 lines: #include<stdio.h>-----+--- 10 lines: #include<stdio.h>-----
    printf ("%d", &var3);
    }
}
int
func2 (int arg2, int arg3)
{
    int var1 = 100, var2 = 200, var3 = 300;
    if (var1 != var2)
    {
        if (var2 != var3)
        {
            printf ("%d", &var3);
        }
    }
}
int
func3 (int arg4)
{
    int var1 = 100, var2 = 200, var3 = 300;
    if (var1 != var2)
    {
        if (var2 != var3)
        {
            printf ("%d", &var1);
        }
    }
}
int
func4 (int qwer)
+--- 13 lines: {-----+--- 13 lines: {-----
```

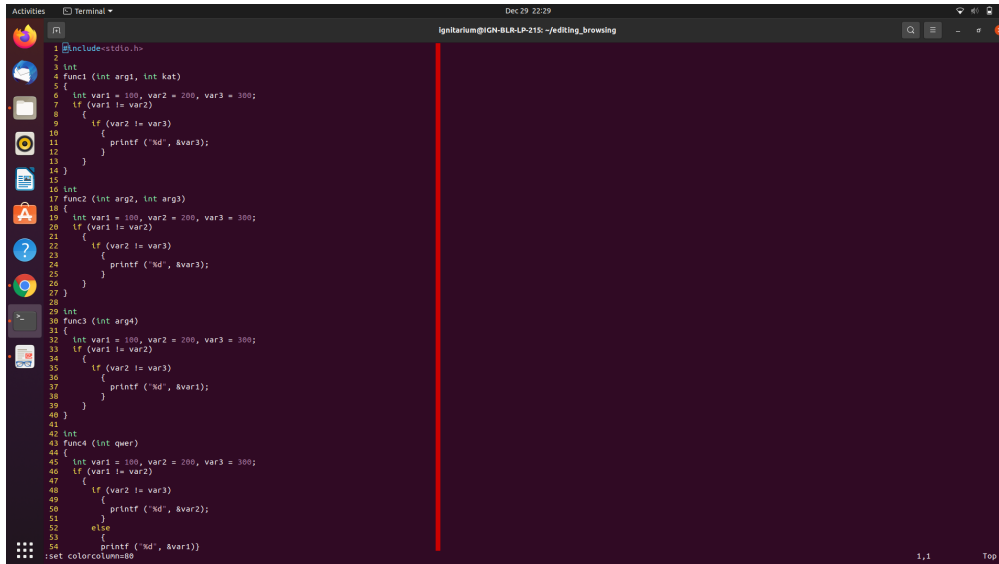
11. 11th question solution:

A. Show number lines:

→ Press Esc key to switch to command mode, then press : and enter set number, this will set line numbers to the given file.

B. Show a vertical line at 80 column:

→ Press Esc key to switch to command mode, then press : and enter set colorcolumn=80 , this will set line at column 80.

A screenshot of a terminal window with a dark background. The terminal shows a C program being edited in Vim. The program includes `stdio.h` and defines four functions: `func1`, `func2`, `func3`, and `func4`. Each function takes three integer arguments and contains a conditional check and a `printf` statement. The terminal window has a title bar with 'Terminal' and 'Dec 29 22:29'. The status bar at the bottom right shows '1,1' and 'Top'.

```
1 #include<stdio.h>
2
3 int
4 func1 (int arg1, int kat)
5 {
6     int var1 = 100, var2 = 200, var3 = 300;
7     if (var1 != var2)
8     {
9         if (var2 != var3)
10        {
11            printf ("sd", &var3);
12        }
13    }
14 }
15
16 int
17 func2 (int arg2, int arg3)
18 {
19     int var1 = 100, var2 = 200, var3 = 300;
20     if (var1 != var2)
21     {
22         if (var2 != var3)
23        {
24            printf ("sd", &var3);
25        }
26    }
27 }
28
29 int
30 func3 (int args)
31 {
32     int var1 = 100, var2 = 200, var3 = 300;
33     if (var1 != var2)
34     {
35         if (var2 != var3)
36        {
37            printf ("sd", &var3);
38        }
39    }
40 }
41
42 int
43 func4 (int quer)
44 {
45     int var1 = 100, var2 = 200, var3 = 300;
46     if (var1 != var2)
47     {
48         if (var2 != var3)
49        {
50            printf ("sd", &var2);
51        }
52     }
53     else
54     {
55         printf ("sd", &var1);
56     }
57 }
58
59 :set colorcolumn=80
```

C. Execute a shell command and come back:

- Press Esc to go to command mode and press : and enter any shell command.
- Press Enter key to execute and come back to editor mode.

D. To be done

E. To compile current file in vim command line:

F. To enable spell check: go to command mode and type “:set spell
spellang=en_us”