

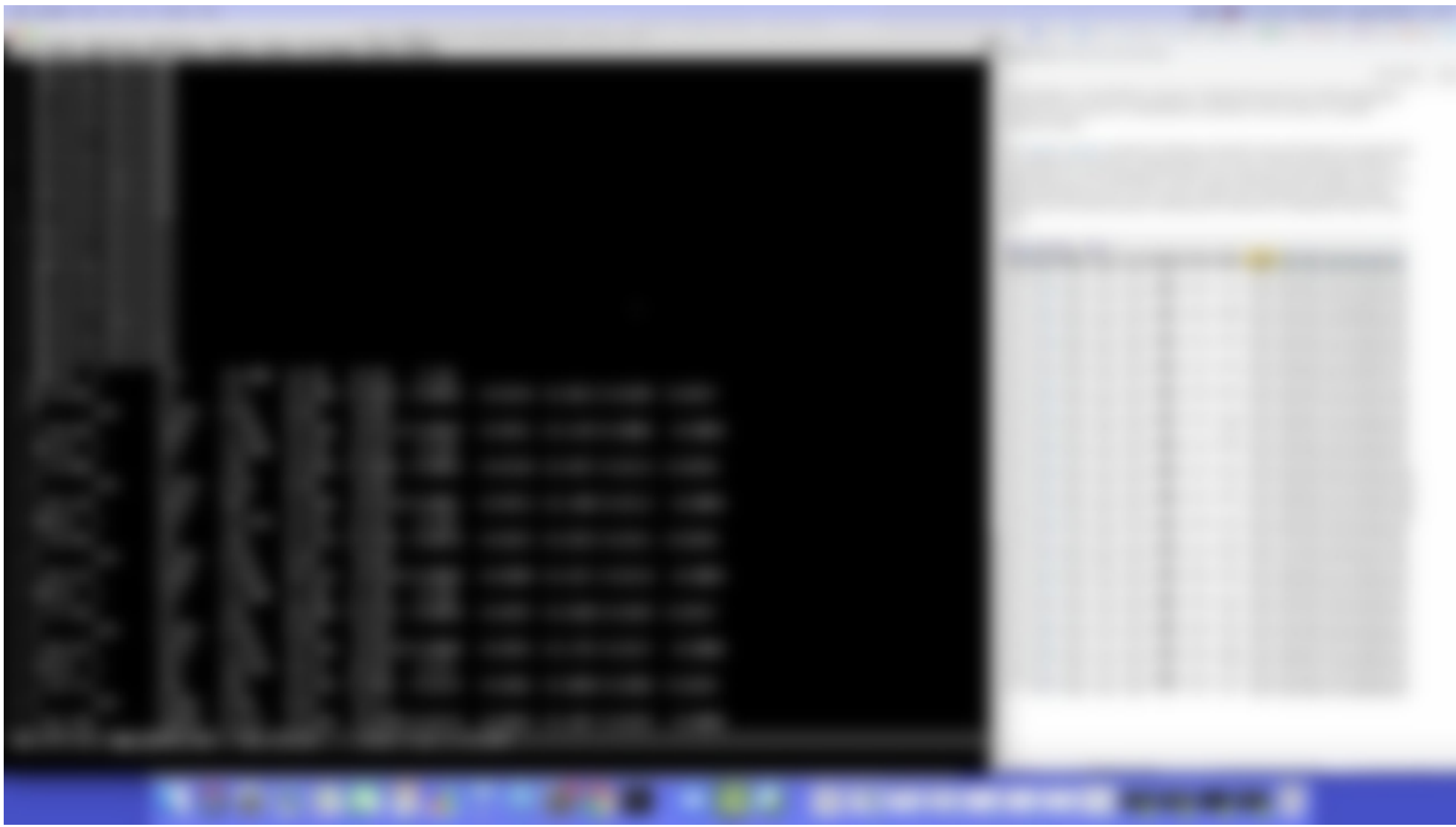


Mastery Learning Platform and Advanced Emacs

Emacs Part Three



Emacs Part Four



Day 2, Part 1

For the rest of the assignments in this course, we will be using the Mastery Learning Platform (MLP) on the course server. You should have practice logging into the server by now and should be starting to get acquainted with Linux commands, Emacs, and Git. In the next video, we are going to walk you through this first assignment (**00_submit**) to get you familiar with the MLP.

For future assignments, there will be blue boxes like this one titled *Mastery Assignment(s)*, that will tell you to go do that assignment on the MLP. The information for the assignment and any files you need for it will be on the MLP. Once you are done with that assignment, return to Sakai to continue with the videos and readings until the next assignment.

00_submit: MLP Walkthrough



Emacs Key Reference (Final)

Here is a summary of the Emacs commands we learned. They are categorized to help you find what you want. Note that you will learn more soon!
As a quick reminder of the notation:

- **C-s** means "control and s"
- **C-x C-f** means "control and x, then control and f" (you don't need to hold x and f together)
- **C-x f** means "control and x, then [not control and] f"
- **M-x** means "meta x" Meta is often escape. On many keyboards "alt" works too.

Basic Editing

- Save: **C-x C-s**
- Open: **C-x C-f**
 - Creates file if it does not exist
- Quit: **C-x C-c**
- Cancel: **C-g**
- Undo: **C-_**
 - Undo in region: undo with region selected
- Incremental search: **C-s**
 - Reverse: **C-r**

Python

- Show documentation: **C-c C-d**
- Send buffer to Python: **C-c C-c**
 - If region is selected, send region
- Fix formatting: **C-c f** [note: control-c f, NOT control-c control-f]
- Autocomplete: pops up automatically if you stop typing a second
 - One completion: TAB to accept
 - Many options: up/down arrows to navigate OR type more to narrow choices
- Add Import: **C-c C-i**
 - Default is the word at the cursor, but you can edit if not right
- Start debugger: **M-x pdb**

Select/Copy/Paste

- Select: **C-space**
- Copy: **M-w**
- Cut: **C-w**
- Paste: **C-y**
 - Unpaste/paste previous paste: **M-y**
- Cut to end of line: **C-k**
- Select: **C-space**
 - Rectangle select: **C-x space**

Movement

- Start of line: **C-a**
- End of line: **C-e**
- Start of buffer: **M-<**
- End of buffer: **M->**

Split Windows

- Split top+bottom: **C-x 2**
- Split right+left: **C-x 3**
- Unsplit completely: **C-x 1**
- Unsplit current: **C-x 0**
- Move to next split window: **C-x o**
- Change what buffer is showing here: **C-x b**

Advanced

- Start keyboard macro: **C-x (**
 - End with **C-x)**
- Execute Keyboard macro: **C-x e**
 - Repeat with e
- Repeat next command <NUM> times: **M-<NUM>**