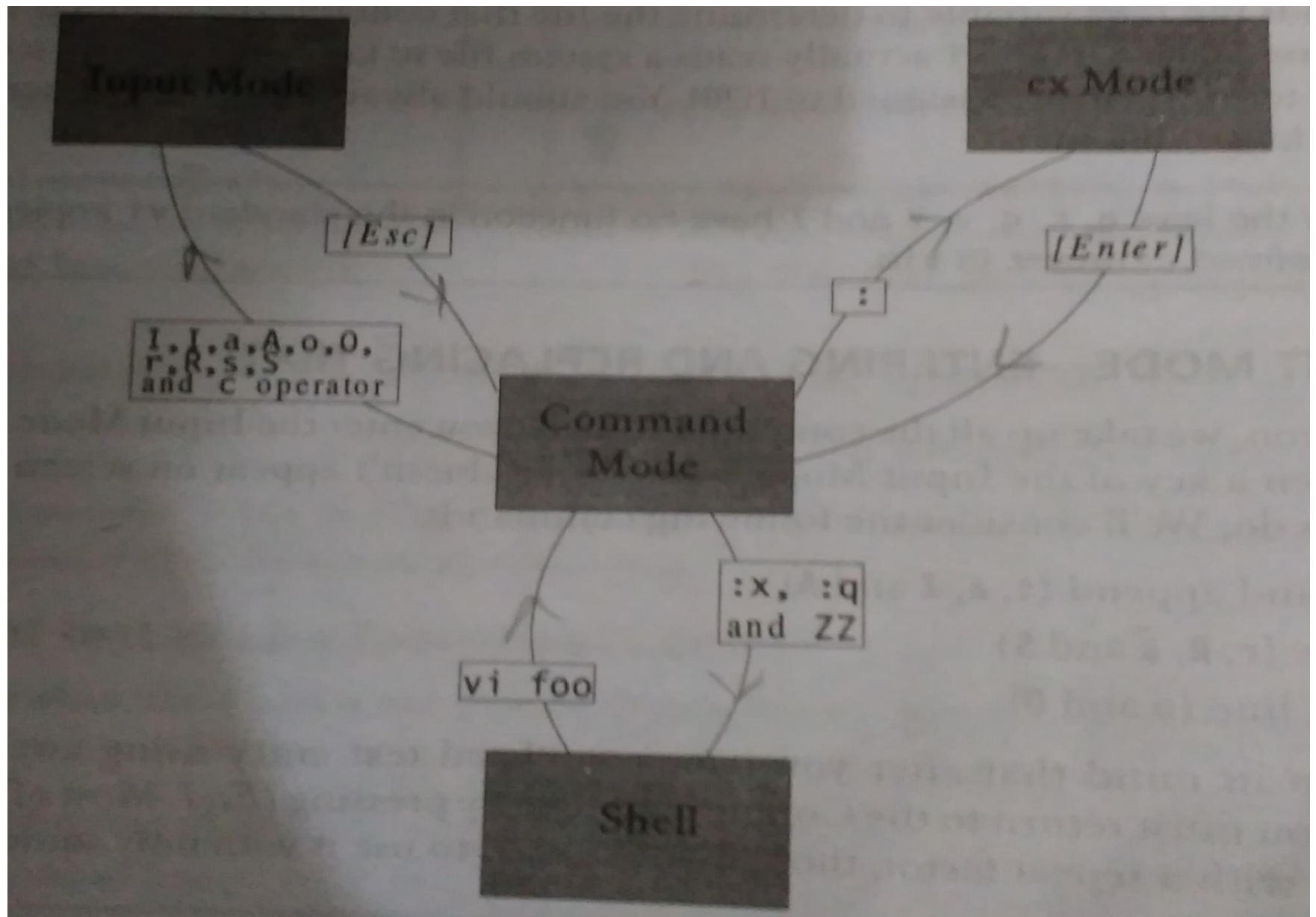


# The vi Editor

# vi Editor

- Operates in three modes
  - > **input mode** is used to enter text
  - > **ex mode**(or last line mode) is used for file handling and substitution
  - > **command mode** is used to enter commands that operate on text or control cursor motion



# INPUT MODE

- The following commands
  - > **Insert and append (i, a, I and A)**
  - > **Replace (r, R, s and S)**
  - > **Open a line (o and O)**

# Insertion of Text( i and a)

i

Pressing this key changes the mode from Command to input

- If the i command is invoked with the cursor positioned on existing text, text on its right will be shifted further without being overwritten

the vi editor



**ifull-screen** [*Esc*]

the vi full-screen editor

Fig. 7.3 Text Insertion with **i**

- Other methods of inputting text. To append text to the right of the cursor position use

**a**

followed by the text you wish to type. After finish editing , press [ESC]

the vi full-screen editor



a, a link of `ex[Esc]`

the vi full-screen editor, a link of `ex`



# Insertion of Text at line extremes

## (I and A)

- **I** Inserts text at beginning of line
- **A** Appends text at end of line

The following code forks a process



```
I/* [Esc]
```

/\* The following code forks a process



```
A */[Esc]
```

/\* The following code forks a process \*/

Using **I** and **A** to Create a Comment Line in a C Program

```
/*****  
*****
```

To display above shown in vi editor

- Make use of repeat factor
- Step1: enter / in input mode
- Step2: Press [Esc]
- Step 3: then enter 20a\*[Esc]

# Opening a New Line(o and O)

- o opens new line below current line
- O opens a new line above current line
- Press [Esc] key after completing text input

vi and ex are one and the same editor

↓  
o It is due to William Joy [Esc]

vi and ex are one and the same editor  
It is due to William Joy

Fig. 7.6 Opening a New Line with o

# Replacing text(r, s, R and S)

- **To replace a single character with another, you should use**

**r                      No [Esc] required**

- Vi editor switches from command mode to input mode when r is pressed. It returns to command mode as soon as new character is entered. There is no need to press [esc]

- To replace letter a with one, make use key

**s Replaces one character with many**

**And press [Esc]**

- To replace with multiple characters, use a **repeat factor**

**3s** replaces three characters with new text

- R and S act on larger group of characters:

**R Replaces all text on the right of cursor position**

**S Replaces the entire line irrespective of cursor position(Existing line disappears)**



# The ex mode-Saving text and quitting

- When we edit a file using vi or any editor—the original file isn't disturbed, but only a copy of it that is placed in a buffer(a temporary form of storage).
- From time to time , we should save our work by writing the buffer contents to disk to keep the disk file current
- Saving a file means saving this buffer.

# Saving your work(:w)

- To save the buffer and remain in the editor
- :w command to write the buffer to disk

Note:

When you attempt to save the file with :w, vi displays with message File is read only.

Just save the file with a different name(:w fun)

After making sure that fun file doesnot exist.

# Saving and Quitting(:x and :wq)

- To save and quit the editor(i.e return to shell), use the :x(exit) command
- Or use :wq to save and quit the editor
- The best way to save and quit the editor is to use **ZZ**

# Aborting Editing(:q)

- To abort the editing process and quit the editing mode without saving the buffer

**:q [Enter]**     //won't work if buffer is unsaved

No write since last change(:quit! Overrides)

**:q!**     //Ignores all changes made and quits

- Vi suggests appending ! to an ex Mode command every time it feels that you could be doing something that is potentially unsafe.

# Writing Selected Lines

- W can be prefixed by one or two addresses separated by a comma.
- The command  
**:3,6w fun** //saves lines 3 through 6 to the file fun
- To save a single line  
**:1w fun1** // saves 1<sup>st</sup> line to file fun1

**:. w tempfile** //saves current  
line(where cursor is positioned)

**:\$w tempfile** // saves last line

**:., \$ tempfile** // saves current  
line through end

- If tempfile exists and is writable by you, vi displays a warning

“tempfile” File exists – use “w! tempfile” to overwrite

! is universal overriding operator in ex mode

# Escape to unix shell(:sh and [ctrl-z])

:sh

\$\_

## Recover file from a Crash(:recover and -r)



- The functions of command mode:

This is the mode you come to when you have finished entering or changing the text

A command mode command doesn't show up on screen but simply performs a function

# Navigation

- Movement in four directions

**k moves cursor up**

**j moves cursor down**

**h moves cursor left**

**l moves cursor right**

- Repeat factor can be used as a command prefix with all these four commands

**4k moves the cursor 4 lines up**

**20h takes it 20 characters to the left**

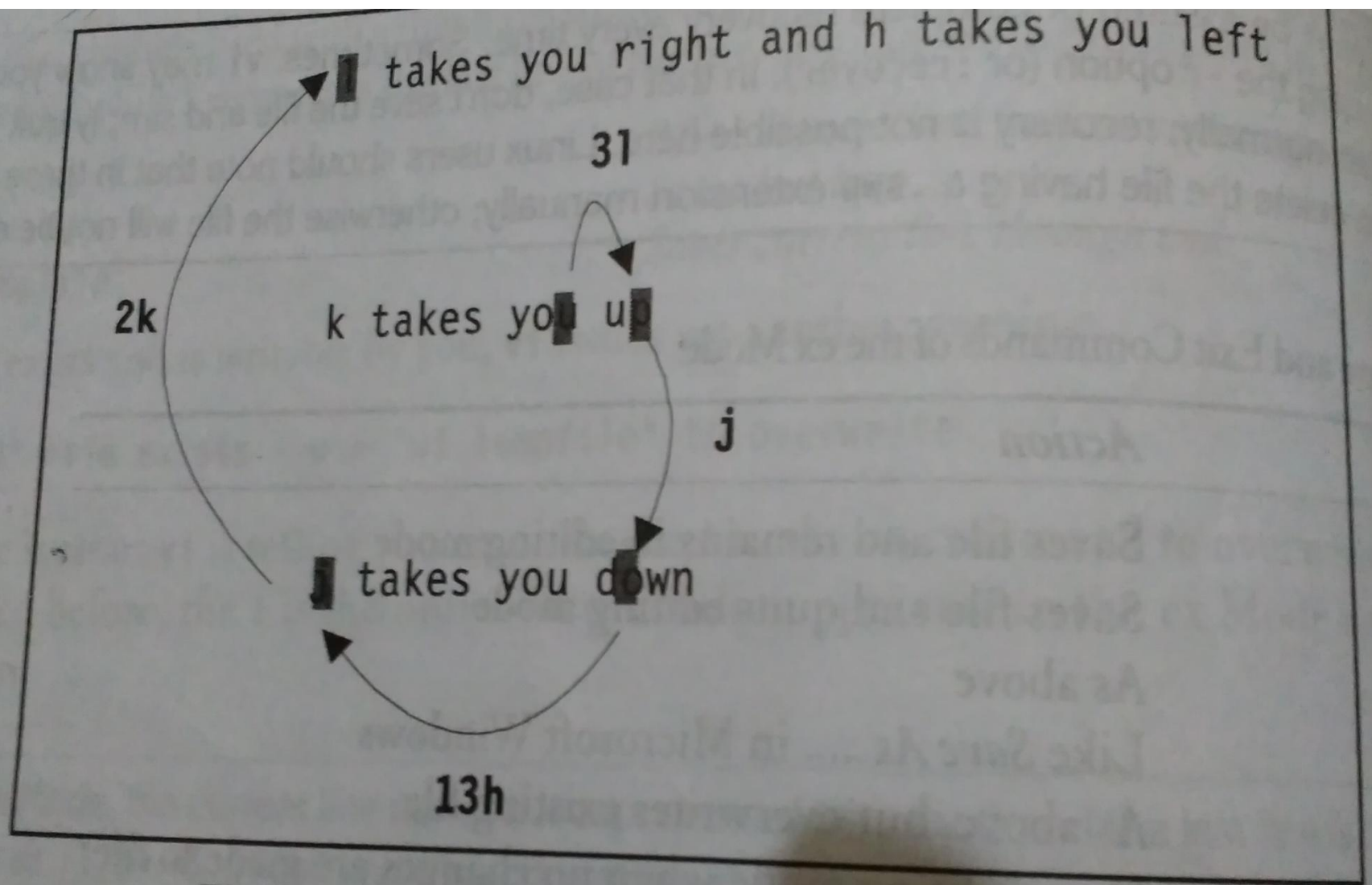


Fig. 7.10 Relative Navigation with  $h$ ,  $j$ ,  $k$  and  $l$

# Word navigation(b, e and w)

- **b** moves back to beginning of word
  - **e** moves forward to end of word
  - **w** moves forward to beginning of word
- repeat factor speeds up cursor movement  
along a line

For ex: **5b** takes the cursor five words back

**3w** takes the cursor three words forward

- Word is simply a string of alphanumeric characters and the \_(underscore)

**sh\_profile** → one word

**sh-profile** → three words

Keys B, E and W perform functions similar to lowercase (b, e , w) except that punctuation is skipped

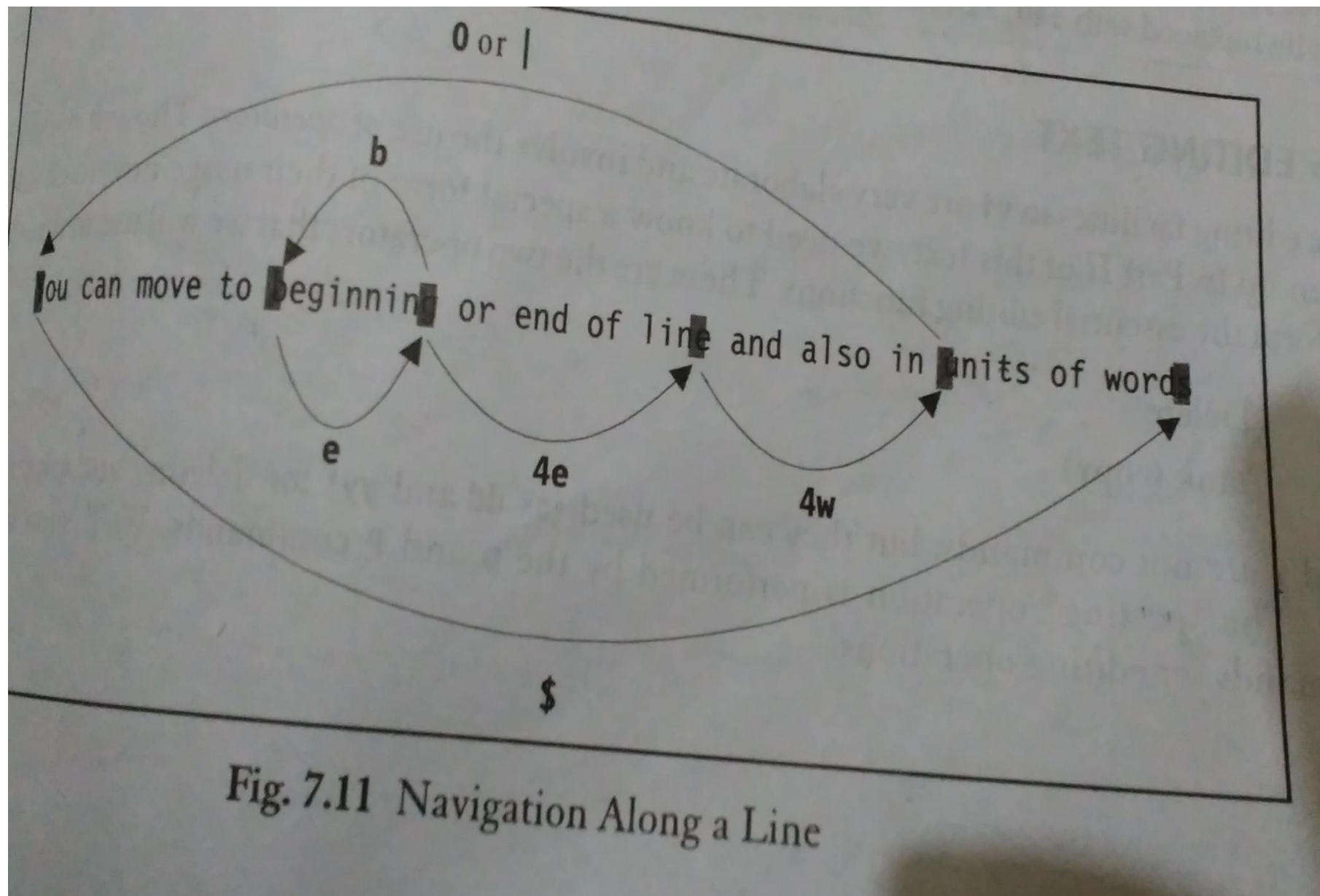


Fig. 7.11 Navigation Along a Line

# Moving to line extremes(0, | and \$)

- To move to the first character of a line

**0(zero) or |**

The | takes repeat factor and it can position the cursor on a certain column

**30|** //moves cursor to column 30



- \$ in command mode indicates end of line
- \$ //moves to end of line

# Scrolling([Ctrl-f],[Ctrl-b],[Ctrl-d] and [Ctrl-u])

- Two commands for scrolling a page at a time  
[Ctrl-f] scrolls forward  
[Ctrl-b] scrolls backward

Use repeat factor,

10[Ctrl-f] -> scroll 10 pages forward

- To scroll by half a page
  - [Ctrl-d] scrolls half page forward
  - [Ctrl-u] scrolls half page backward

Repeat factor can be used

# Absolute Movement(G)

- Vi editor displays the total number of lines
  - At any time,you can press [ctrl-g] to know the current line number
- “/etc/passwd” [Read only] line 89 of 179 ---49%

- Use of G command with repeat factor

40G    // goes to line number 40

1G     //goes to line number 1

G      //goes to end of file

# Editing text

- Two operators: d delete  
y yank(copy)
- d and y are not commands, but they can be used (as **dd** and **yy**) for deleting and copying entire lines
- **p** and **P** commands used for pasting operation

# Deleting text (x and dd)

- x command deletes the character under the cursor

x //deletes a single character

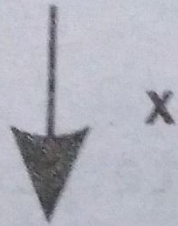
The character under cursor gets deleted, and the text on the right shifts left to fill up the space

4x deletes the current character as well as three characters from the right

- Entire lines are removed with **dd** command  
**6dd** deletes the current line and five lines below



This is the vi full-screen editor from UCB



This is the vi fullscreen editor from UCB



*Four spaces back*

This is the vi fullscreen editor from UCB



This is the vi screen editor from UCB

**Fig. 7.12** Deleting Text with x

This is the vi editor from UCB

It is superior to ed, and friendlier too

It is due to William Joy

It is slow in getting started but is quite powerful



`dd`

It is superior to ed, and friendlier too

It is due to William Joy

It is slow in getting started but is quite powerful



`2dd`

It is slow in getting started but is quite powerful

Fig. 7.13 Deleting Lines with `dd`

# Moving text(p)

- The significance of p and P depends on whether they are used on parts of line or complete lines
- vi editor uses two commands for all “put” operations that follow delete or copy operations
- **p** places text below the current line and **P** places text above
- For example:

**x**                    **sdtio.h becomes stio.h – cursor on t**

**p**                    **d put on right – stio.h becomes stdio.h**

# Copying text(y and p)

- Vi editor uses the term yanking for copying a text.

**yy //yanks current line**

**10yy //yanks current line and 9 lines below**

# Joining lines(J)

- To join the current line and line following it, use **J**  
**4J** //joins following 3 lines with current one
- **J** removes the newline character between two lines to pull up the line below it



# Undoing last editing instructions (u and U)

- Vi provides the u command to undo the last change made  
u //must use in command mode; press [Esc] if necessary
- When a number of editing changes have been made to single line, vi allows you to discard all changes before you move away from line  
U //don't move away from current line

- U reverses all changes made to the current line, i.e, all modifications that have been made since the cursor was moved to this line

# Repeating the last command(.)

- .(dot) command is used for repeating both input and command mode command that perform editing task
- Ex :if you have deleted two lines of text with 2dd,then to repeat this operation,is to position the cursor at the desired location and press **u**



- Ex: You have to indent a group of lines by inserting a tab at the beginning of each line. To use i[tab][Esc] only once, say on first line. You can then move to each line in turn by hitting [Enter] and simply press the dot. A group of lines can be indented in no time.

# Searching for a pattern(/ and ?)

- vi editor is strong in search and replacement activities
- Searching can be made in both forward and reverse directions and can be repeated
- It is initiated from command mode by pressing a /, which shows up in the last line  
/pattern [Enter] //searches forward

- The search begins forward to position the cursor on the first instance of the word
- Vi searches the entire file, so if the pattern can't be located until the end of file is reached, the search wraps around to resume from the beginning of the file
- If search still fails, vi responds with message Pattern not found

?pattern[Enter] //searches backward

- Searches backward for the most previous instance of the pattern.
- Wraparound feature also applies here but in the reverse manner

# Repeating the last pattern search (n and N)

- For repeating a search in the direction the previous search was made with / or ?, use  
n //repeats search in same direction of original search  
N //repeats search in direction opposite to that along which previous search was made

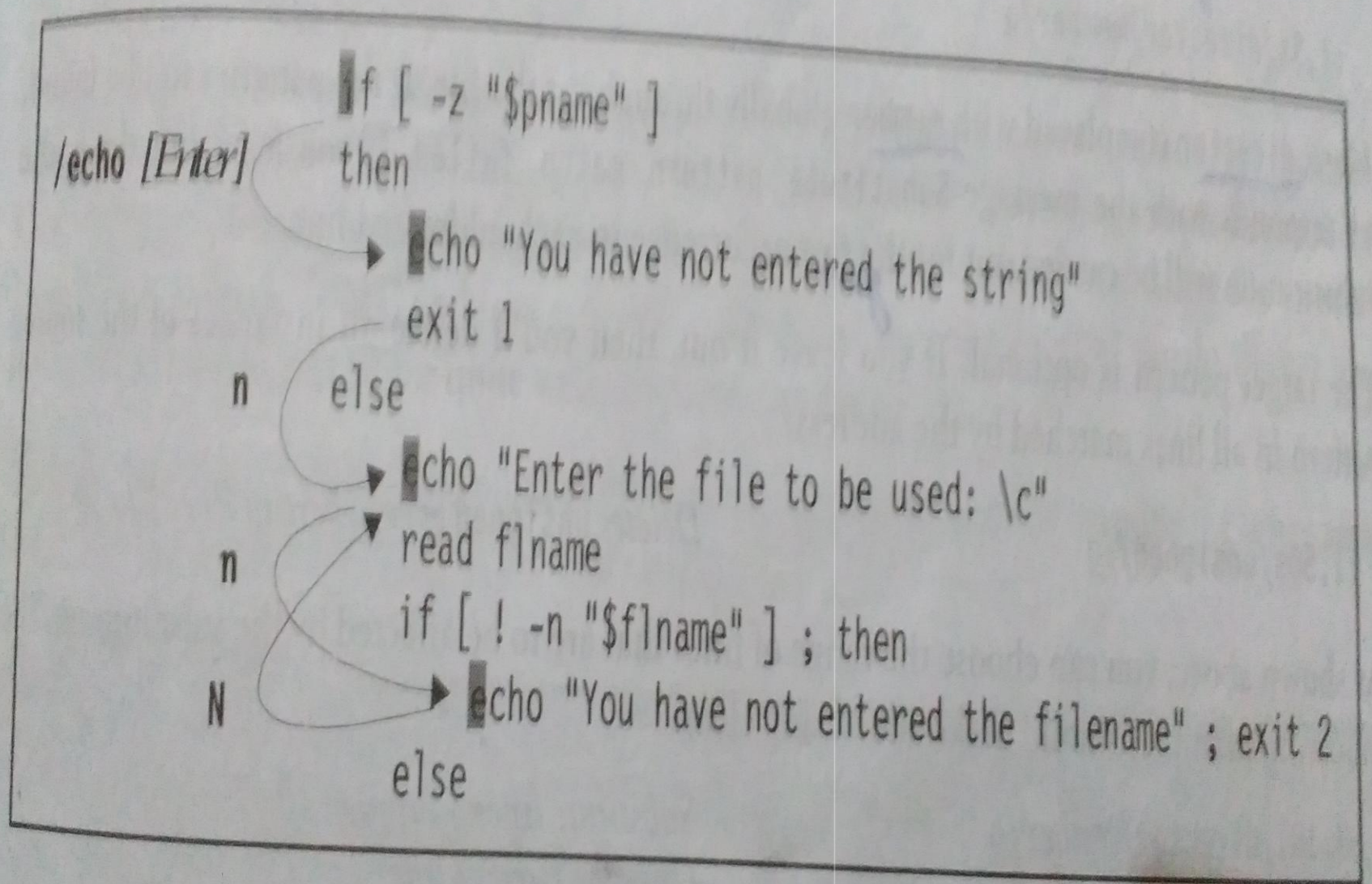


Fig. 7.14 Search and Repeat with / and n

Objective :To replace some occurrences of int with double

-> search for int with **/int** // search

-> repeat the search with n //repeat search

-> press the . //repeat last editing command

- `+/` symbols before pattern  
vi `+/scheduling chap01 //cursor` at scheduling
- The cursor will be located at the first instance of the pattern .You can then use `n` and `N` in usual way for locating the next instance of the string.
- If the pattern contains multiple words , enclose them with quotes



# Substitution-search and replace(:s)

- Vi offers another powerful feature i.e substitution, which is achieved with ex mode `s(substitute)` command
- Substitution means replace a pattern in the file with something else.

- The syntax is  
:address/source\_pattern/target\_pattern/flags
- The source\_pattern here is replaced with target\_pattern in all lines specified by address
- The address can be one or a pair of numbers, separated by a comma.

For example:1,\$ addresses all lines in a file

- The most commonly used flag is g, which carries out the substitution for all occurrences of the pattern in a line

:1,\$s/director/member/g

can use % instead of 1,\$

director is replaced with member globally  
throughout the file