

# VIM MOTIONS + OPERATORS CHEAT SHEET

## 1. MOTIONS — Moving Through Text

Motions define **where** an operation acts. Combine them with operators to create powerful editing commands.

Motion	Action	Example
h / l	Move left / right	3l — move 3 chars right
j / k	Down / up line	5j — move 5 lines down
w / b	Next / previous word	2w — jump 2 words forward
o / \$	Start / end of line	\$ — end of current line
f{x}	Find char right	f( — jump to next "("
t{x}	Until char (right)	t( — stop before "("
F{x}/T{x}	Backward find/until	F[, T(
; / ,	Repeat last f/F/t/T	; — next match
%	Matching bracket/brace	% — move to opposite pair
8j	Move 8 lines down	

*Tip: Motions can take counts — use numbers to repeat them quickly.*

## 2. TEXT OBJECTS — Acting on Chunks

Text objects define **semantic areas** inside or around words, quotes, or blocks.

Text Object	Action	Example
iw / iW	Inside word / WORD	viw — select a word
ip / ap	Inside / around paragraph	dap, dip
i"	Inside quotes	ci" — change quoted text
i( / a(	Inside / around parentheses	di(, da()
i{ }	Inside braces	ci{ }

*"Inside" excludes delimiters — "Around" includes them.*

## 3. OPERATORS — What You Do

Operators define **the action**. Combine them with motions or text objects.

Operator	Purpose	Example
d	Delete	dj
c	Change (delete + insert)	ct(
y	Yank (copy)	yiw
p	Paste	p
> / <	Indent / unindent	>ip
=	Auto-indent	=%
.	Repeat last change	.

**The core pattern:** OPERATOR + MOTION

Examples: d2w (delete two words), y\$ (copy to EOL), c} (change to end of paragraph).

## 4. VISUAL + CLIPBOARD BASICS

Command	What It Does	Example
v	Visual (character)	vaw — select a word
V	Visual (line)	V% — select full block
" <b>+</b> y	Yank to system clipboard	" <b>+</b> yy — copy line globally
p	Paste after cursor	p
<leader>	Custom prefix (e.g. <Space>)	<Space>y — custom yank

*Vim's "registers" keep multiple clipboards: unnamed, system (+), or numbered.*

## 5. EXAMPLE COMBOS

Command	Effect
ci(	Change inside parentheses
yiw	Yank word under cursor
dap	Delete entire paragraph
8j	Move eight lines down
V%y	Select whole code block and copy

*Editing feels like combos — motions are your movement, operators your attacks!*

## 6. COOL CONCEPTS & TOOLS

Feature	Purpose / Benefit
Relative line numbers	Show line distance for fast jumps (8j, 11k)
Quickfix list (:copen)	Review all matches or LSP references
Macros (q a ... q)	Record/replay edits (@a)
Harpoon plugin	Quick "sticky file" switching
Leader key mappings	Custom shortcuts for frequent actions
Registers	Separate internal and system clipboards

*Tip: You can automate repetitive changes using macros or quickfix navigation.*

## 7. QUICK PATTERNS TO REMEMBER

Pattern	Meaning
OPERATOR + MOTION	Perform action over motion range
vi{}	Visual select inside braces
di"	Delete inside quotes
dap	Delete paragraph
yiw, yaw	Yank word (inside / around)
@a	Execute macro a
:copen	Open quickfix window
.	Repeat last edit