```
                         EDWIN CHEAT SHEET
                       (keep under your pillow)

                          6.090, IAP 2005
                 http://web.mit.edu/benmv/6.001/www/bpe/
```

Reading Edwin key combinations:
```
    C-x                                    Ctrl+x
    M-x                                    Alt+x
    C-x y                                  Ctrl+x, release both, y
    C-M-x                                  Ctrl+Alt+x
```

Stuff You *Need* to Know:
```
    Starting Edwin                         Start Menu > MIT Scheme > Edwin
    Quitting Edwin                         C-x C-c
    Opening a file                         C-x C-f
    Closing a file (aka buffer)            C-x k
    Evaluate current expression            C-x C-e
      (expression ending just before
      insertion point)
    Evaluate entire buffer
      (works only on Scheme files!)        M-o
```

The Edwin Window and Scheme:
    When you start it, the Edwin window looks like a plain text
    editor. It has a large blank area for entering text, one black
    line at the bottom with some information displayed (the modeline),
    and a blank white line below that (the minibuffer).

    The text area
        is where the file you're viewing shows up. You can edit the
        file here, with the usual keys (up, down, page up, left... you
        get the idea).

    The modeline
        displays the name of the current buffer (file), your position
        in it, and the kind of file Edwin thinks it is (text, scheme
        code etc.).

    The minibuffer
        is where you interact with Edwin's commands. For example, when
        you press C-x C-f to open a file, you enter the filename in
        the minibuffer.

        Edwin is more than just an editor, though. It also features a
        Scheme evaluator, to which it can send your code. So when you
        press C-x C-e at the end of an expression, it gets evaluated by
        this evaluator (more on evaluators and evaluation in class).

        Try out the key combinations below to see what they do. Don't try
        to memorize them. Your finger muscles will learn them as time goes
        on :-)

Inessential Edwin:
```
                                Editing
    Marking/selecting text                 Go to one end of the block, press
                                           C-space, go to the other end. You
                                           won't see any visual indication
                                           of the selection.
```

```
Cut                                             C-w
Copy                                            M-w
Paste                                           C-y
Cut from point to end of like                   C-k


                    Multiple Windows and Buffers
Switch buffer                                   C-x b
Switch window                                   C-x o
Split window vertically                         C-x 2
Split window horizontally                       C-x 3
Delete current split                            C-x 0
Create new frame (window)                       C-x 5 2
Delete current frame                            C-x 5 0
```

Interactive Scheme:
    When you are in the buffer called *scheme*, everything you type goes
    directly to the evaluator, and the results are displayed below your
    expressions. When you make an error, the evaluator gives you a set of
    choices to help you debug your code. Usually, it is best to type (restart 1)
    at the next prompt to abort the current evaluation, so you can go back and
    examine your code to see what went wrong. For more advanced debugging tools,
    talk to an LA.