h syscont, setvlimit, limits	
know your pre-defined constauros	
2. Auril code duplication in multiple. Hoche	
3 don't streat(3) to away?	
2. avoid code duplication in multiple blocks. 3. don't streat(3) to awavi] for the big memory, we should first male and then copy/strolup it.	loca space
Some vi Moup need to remember	
move mutiple files. : n, : pvov, : rew	
Ctags:	
V	
Look-ups: • find /usr/src -name '*[ch]' -print exec ctags -f ~/.ctgs	
● echo "set tags+=~/.ctags" >> ~/.vimrc	
Ctrl+], Ctrl+t – jump to definition and back	
■ K – jump to manual page	
Ctrl+N – autocomplete	
Compiler Props:	
Y V	
Opreprocess, : CPP	
2 Compilation: cc	
e Will the	

3 Assembly: As
(9 Cinhing -> ld
make: showvans
\$ \$ PDG 3: \$ OBJS }
\$8cc3\$\$[PPLAGS3\${0BJ5}-0{PROG}