Editors on Unix derivative operating systems

- open up a command line terminal and execute the following

```
$ mkdir -p Sandpit/editors
$ cd Sandpit/editors
```

- see if you can create the following files:
  - `readme.gedit` using the `gedit` program
  - `readme.nano` using the `nano` program
  - `readme.emacs` using the `emacs` program
  - `readme.vi` using the `vi` program

- you will probably need to open up a browser and search for basic commands for
  - `vi` and `emacs`

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- the relative learning curve for some of these editors is shown here diagrammatically ⟨`http://unix.stackexchange.com/questions/986/what-are-the-pros-and-cons-of-vim-and-emacs`⟩

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- after you have created these `readme` files you can practice `vi` cursor control movement by playing

- `nethack`
  - see if you can move the player using the `h`, `j`, `k` and `l` keys - do not use the cursor keys

- `nethack` is a classic computer rpg which was implemented in the late 1980s
  - and was the product of many hours of collaborative effort from many programmers around the world using email, `patch` and `diff`

- now that you have learn't the basic movement keys you will be able to use this transferable skill to master the game: `moria`