# Learn Vim: Step by Step

Teach yourself Vim

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# Level 1 - Survive

## Only five commands

- i → Insert mode. Type ESC to return to Normal mode
- x → Delete the char under the cursor
- :wq → Save and Quit (:w save, :q quit)
- dd → Delete (and copy) the current line
- p → Paste

#### **Cursor** move

- hjkl (highly recommended but not mandatory), basic
   cursor move (← ↓ ↑ →). Hint: j looks like a down arrow
- :help <command> → Show help about. You can use
   :help without a to get general help

# Level 2 - Feel comfortable

#### **Insert mode variations**

- **a** → insert after the cursor
- o → insert a new line after the current one
- **0** → insert a new line before the current one
- cw → replace from the cursor to the end of the word

#### **Basic moves**

- 0 → go to the first column
- ↑ → go to the first non-blank character of the line
- \$ → go to the end of line
- g\_ → go to the last non-blank character of line
- /pattern → search for pattern

# Copy/Paste and Undo/Redo

- P → paste before, remember p is paste after current position
- yy → copy the current line, easier but equivalent to ddP
- **u** → undo
- <**Ctrl-r>** → redo

# Load/Save/Quit/Change File

- **:e** → open
- :W → save
- :saveas → save to
- :wq → save and quit
- :q! → quit without saving, also :qa! to quit even if there are modified hidden buffers
- :bn (resp. :bp) → show next (resp. previous) file (buffer)

# 3rd Level – Better & Stronger & Faster

#### Better

- will repeat the last command
- *N*<command> → will repeat the command *N* times

#### **Better example**

- 2dd → will delete 2 lines
- **3p** → will paste the text 3 times
- **5idesu** [**ESC**] → will write "desu desu desu desu desu"

# Stronger

- $NG \rightarrow go to line N$
- gg → shortcut for 1G go to the start of the file
- **G** → go to last line

### Stronger - Word moves

- w → go to the start of the following word
- e → go to the end of this word
- W → go to the start of the following WORD
- **E** → go to the end of this WORD

```
ew E W
|| ||
x = (name_1,vision_3); # this is a comment.
```

## Stronger - More efficient moves

- % → go to the corresponding (, {, [ characters
- \* → go to next occurrence of the word under the cursor
- # → go to previous ccurrence of the word under the cursor
- n and p → same as \* and #

#### **Faster**

#### <start position><command><end position>

#### 0y\$ means:

- 0 → go to the beginning of this line
- y → yank from here
- \$ → up to the end of this line

# 4th Level – Vim Superpowers

#### Move on current line

- **0** → go to column **0**
- ^ → go to first character on the line
- \$ → go to the last column
- g\_ → go to the last character on the line
- **fa** → go to next occurrence of the letter **a** on the line
- ; → will find the next occurrence
- t, → go to just before the character,
- 3fa → find the 3rd occurrence of, on this line
- F and T → like f and t but backward

#### **Zone selection**

<action>a<object> and <action>i<object>

Suppose the cursor is on the first o of (map (+) ("foo"))

- vi" → will select foo
- va" → will select "foo"
- vi) → will select "foo"
- va) → will select ("foo")
- **v2i**) → will select map (+) ("foo")
- **v2a**) → will select (map (+) ("foo"))

# Select rectangular blocks

- ↑ → go to the first non-blank character of the line
- <Ctrl-v> → Start block selection
- <Ctrl-d> → move down; could also be jjj or % or ...
- I - and [ESC] → write - to comment each line

#### **Macros**

- qa → record your actions in the register a
- Qa → will replay the macro saved into the register a as if you typed it
- QQ → is a shortcut to replay the last executed macro

#### A Macro to Count Until 10

qaYp<C-a>q

- qa → start recording
- **Yp** → duplicate this line
- <C-a> → increment the number
- **q** → stop recording
- @a → write 2 under the 1
- **@@** → write 3 under the 2
- 10@@ → will create a list of increasing numbers until 13

#### **Visual selection**

- v → select character by character
- V → select a whole line
- **J** → join all the lines together
- < and > → indent to the left and right
- = → auto indent

# Level 5th - Vim as IDE

Featured plugins

## spf13-vim - A Vim Distribution

- It has an excellent configuration
- vimrc file is suited for programming
- It fixes many of the inconveniences of vanilla Vim config
- For personal customizations use: ~/.vimrc.local and
   ~/.vimrc.bundles.local (additional plugins)

## spf13-vim Install and Update

#### Install

```
$ curl http://j.mp/spf13-vim3 -L -o - | sh
```

#### Update

```
$ alias update-spf13-vim="( \
    cd $HOME/.spf13-vim-3 \
    && git pull \
    && vim +BundleInstall! +BundleClean +q )"
```

# **Vundle - A Plugin Manager**

- spf13-vim uses the Vundle plugin management system to have a well organized vim directory
- It ensures that the latest versions of your plugins are installed
- It make easy to keep the plugins up to date

# **NERDTree - File Navigation Plugin**

- NERDTree is a file explorer plugin
- <Leader>e → quickstart launch

## **Ctrlp - Fast File Finder**

 It provides an intuitive and fast mechanism to load files (with regex and fuzzy find)

# Surround - Managing All the """[]{}

- A plugin for dealing with pairs of "surroundings": single/double quotes, parentheses, etc...
- Closely related to Vim text-objects

Old text	Command	New text
"Hello *world!"	ds"	Hello world!
[123+4*56]/2	cs])	(123+456)/2
"Look ma, I'm *HTML!"	CS"	Look ma, I'm HTML!
if *x>3 {	ysW(	if (x>3) {
my \$str = *whee!;	vIIIIS'	my \$str = 'whee!';

#### NERDCommenter - Comment++

- Allow to comment code regardless of filetype
- N<Leader>cc → comment out the current line or N text selected in visual mode
- N<Leader>cu → uncomments the selected N line(s)
- :help NERDCommenter → for more details

# Syntastic - Integrated Syntax Checking

- Plugin to check syntax with external syntax checkers as the files are saved or/and opened
- If syntax errors are detected, the user is notified
- No need to compile the code to find error
- :help syntastic → for more details

#### **Numbers - Better Line Numbers**

- It alternate between relative numbering and absolute numbering
- It allows you to easily move code around

# YouCompleteMe - A Code-Completion Engine

- A fast, as-you-type, fuzzy-search code completion engine for Vim
- An identifier-based engine that works with every programming language
- A Clang-based engine that provides native semantic code completion for The C-family languages
- Integrated with UltiSnips (A snippet solution for Vim)

# Tagbar - Tag Generation and Navigation

- It provides a panel to navigate easily via tags
- It requires exuberant-ctags and will automatically generate tags for your open files
- <Ctrl-]> → while cursor is on keyword, such as function name, to jump to its definition
- <Ctrl-T> → jump back up to origin
- <Leader>tt → to toggle the tagbar panel

# EasyMotion - Jump Anywhere

- It provides an interactive way to use motions in Vim
- It quickly maps each possible jump destination to a key allowing very fast and straightforward movement
- <Leader><Leader>w → quickstart EasyMotion

#### Some final words

- Learn no more than one or two new commands per day
- You can see progress after two to three weeks
- The learning curve is steep, but the reward is high
- Practice and practice. Use vimtutor and : help usr\_02.txt
- Vim has an excellent documentation
- As as programmer handle text is important. Vim is a powerful tool for it

#### References

- This presentation: https://github.com/jetm/learn-vim-steps/ or pdf file.
- Presentation made with: http://lab.hakim.se/reveal-js/
- Presentation based in http://yannesposito.com/Scratch/en/blog/Learn-Vim-Progressively/
- My.vimrc.local file
- My .vimrc.bundles.local file

#### **Contact information**

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# Questions?