

# HOW VIM WORKS

## MODES

### NORMAL MODE

Enter Motions or Enter Commands to do stuff and to enter other modes.  
ESC to coming back to normal mode from any mode.

#### Motions

Ex :  
h j k l  
w b e  
W B E  
(Also works with counts)  
0 \$

#### Commands

Format :  
[Count][Operator]([Count][Motion] | Text Object)

### INSERT MODE

To start entering text library  
Different ways to enter insert mode:  
i -> a, o, gl, c, s, cc  
I, A, O, gl, C, S

### VISUAL / VISUAL BLOCK MODE

(Selecting Text???)  
To enter Visual Mode:  
v V Ctrl+v Shift+v

### REPLACE MODE

Replace the text/text object  
Different ways to replace :  
r R

### COMMAND LINE MODE

Enter command line mode with :  
: To enter command line mode

/ - Search in forward motion  
? - Search in reverse motion  
! - External command operator

## COMMANDS

Different types of commands and they do different things in different modes.

### NORMAL MODE COMMANDS has following Format :

[Count][OPERATOR]([Count][Motion] | Text Object)

>> Operator will do some operation on the text.  
Ex. i to go into insert mode.

yy to copy line  
x dd u s etc.

>> Operator will take Motion or Text Object as an argument.

>> Motion is the direction the Operator should be applied to.  
Ex. h j k l w e W E O \$ etc.

>> Count is optional. It is a number which can be placed before Operator or Motion.

If placed before Operator, it will repeat the operation that many times.

If placed before motion it will do that motion (or operation in that particular motion) that many times.

>> Text Objects go with Special Motion.  
Ex of text obj : w for Word, s for Sentence, p for Paragraph, t for Tags

>> Special motion works inside or around objects.  
Ex. of special motion : i for Inside the Object, a for Around the Object.

## BUFFERS

One file means one buffers.

Different ways to manipulate buffers in a given window

- insert  
- lprevious  
- buffer + filename  
- buffer + buffer number  
- delete + filename / buffer #

## WINDOWS

Window is through which you see buffer.

Different windows can have different or same buffer at the same time.

Ex to manipulate windows

- split filename  
- vsplit filename  
- new filename

## TABS

Layout of Windows / Collection of windows

Ex to navigate tabs :

- tabnew filename  
- tabclose  
- tabnext  
- tabprevious  
Closing a tab does not mean closing buffers.

Can configure Vim by adding Command Mode commands and (Other stuff) into .vimrc file.

There is a Language call vim script to (do more stuff)