Vim : Plugins

Vim editor is a powerful editor. What makes it more than that is it's widely available plugins. There are so many plugins for vim which can turn your vim editor in an IDE. Working with vim is always exciting.

There are many plugin manager available. But I will recommend Vundle. It manages your plugins.
Here is the GitHub link. https://github.com/VundleVim/Vundle.vim
Installation procedure is mentioned here. You can follow it and install.

Now which plugins must have for your vim editor. There are so many

plugins for different requirements. Some of them are complicated to install. Here are the list of plugins which you can use.

Seoul256

This plugins gives you different color scheme for your vim editor.

https://github.com/junegunn/seoul256.vim

NerdTree

If you want a file browser next to you. Then this plugin will provide you a left panel for file browsering.

https://github.com/scrooloose/nerdtree

If you want other plugin detail, you can read this stackoverflow question:

https://stackoverflow.com/questions/4237817/configuring-vim-for-c/4238875#4238875

- Code complete: Omni completion or Clang autocomplete or YouCompleteMe
- Real time syntax checking: Syntastic
- Switching between source and header file: A plugin
- Snippets: Snipmate or UltiSnip
- Search for reference of variables, functions, classes, etc.: Cscope
- Go to definition: Ctags or part of YouCompleteMe subcommands mentioned above
- Refactoring tools: Refactor, lh-refactor
- Useful text objects: Arg text object and Class text object

- C++ category in Vim Tips wiki
- Luc Hermitte's C/C++ plugin
- Not C++ specific but I also recommend either FuzzyFinder or Command-T or Unite for file navigation. With either of these, you don't even need tabs (which does not scale for 10+ files) to manage your project.
- Class navigation: Taglist or Tagbar

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