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# Tech for fun!

*Release 1*

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## KID'S ACTIVITY

## 1.1 Minecraft Pi Edition

### 1.1.1 Basic commands

<b>W</b>	move forward
<b>S</b>	move backward
<b>A</b>	move left
<b>D</b>	move right
<b>E</b>	show inventory of blocks
<b>1-8</b>	select items in the quick bar
<b>Space / Ctrl + Space</b>	jump (ascend in fly-mode)
<b>Shift / Ctrl + Shift</b>	sneak (descend in fly-mode)
<b>ESC</b>	pause / menu
left mouse	destroy blocks
right mouse	place blocks
double <b>Space</b>	fly / fall
<b>Tab</b>	release mouse

### 1.1.2 Available blocks in Minecraft Pi Edition

AIR	Block(0)
STONE	Block(1)
GRASS	Block(2)
DIRT	Block(3)
COBBLESTONE	Block(4)
WOOD_PLANKS	Block(5)
SAPLING	Block(6)
BEDROCK	Block(7)
WATER_FLOWING	Block(8)
WATER	WATER_FLOWING
WATER_STATIONARY	Block(9)
LAVA_FLOWING	Block(10)
LAVA	LAVA_FLOWING
LAVA_STATIONARY	Block(11)
SAND	Block(12)
GRAVEL	Block(13)

Continued on next page

Table 1.1 – continued from previous page

GOLD_ORE	Block(14)
IRON_ORE	Block(15)
COAL_ORE	Block(16)
WOOD	Block(17)
LEAVES	Block(18)
GLASS	Block(20)
LAPIS_LAZULI_ORE	Block(21)
LAPIS_LAZULI_BLOCK	Block(22)
SANDSTONE	Block(24)
BED	Block(26)
COBWEB	Block(30)
GRASS_TALL	Block(31)
WOOL	Block(35)
FLOWER_YELLOW	Block(37)
FLOWER_CYAN	Block(38)
MUSHROOM_BROWN	Block(39)
MUSHROOM_RED	Block(40)
GOLD_BLOCK	Block(41)
IRON_BLOCK	Block(42)
STONE_SLAB_DOUBLE	Block(43)
STONE_SLAB	Block(44)
BRICK_BLOCK	Block(45)
TNT	Block(46)
BOOKSHELF	Block(47)
MOSS_STONE	Block(48)
OBSIDIAN	Block(49)
TORCH	Block(50)
FIRE	Block(51)
STAIRS_WOOD	Block(53)
CHEST	Block(54)
DIAMOND_ORE	Block(56)
DIAMOND_BLOCK	Block(57)
CRAFTING_TABLE	Block(58)
FARMLAND	Block(60)
FURNACE_INACTIVE	Block(61)
FURNACE_ACTIVE	Block(62)
DOOR_WOOD	Block(64)
LADDER	Block(65)
STAIRS_COBBLESTONE	Block(67)
DOOR_IRON	Block(71)
REDSTONE_ORE	Block(73)
SNOW	Block(78)
ICE	Block(79)
SNOW_BLOCK	Block(80)
CACTUS	Block(81)
CLAY	Block(82)
SUGAR_CANE	Block(83)
FENCE	Block(85)
GLOWSTONE_BLOCK	Block(89)
BEDROCK_INVISIBLE	Block(95)
Continued on next page	

Table 1.1 – continued from previous page

STONE_BRICK	Block(98)
GLASS_PANE	Block(102)
MELON	Block(103)
FENCE_GATE	Block(107)
GLOWING_OBSIDIAN	Block(246)
NETHER_REACTOR_CORE	Block(247)

### 1.1.3 List of python programs

#### Short-cuts

<b>Ctrl + S</b>	save
<b>F5</b>	run

#### Display the player's position

```

1 from mcpi import minecraft
2
3 mc = minecraft.Minecraft.create()
4
5 x,y,z = mc.player.getTilePos()
6 mc.postToChat("x="+str(x)+", y="+str(y)+", z="+str(z))

```

#### Teleport (change the player's position)

In the following program, the player will be teleported 100 higher.

```

1 from mcpi import minecraft
2
3 mc = minecraft.Minecraft.create()
4
5 x,y,z = mc.player.getTilePos()
6 mc.player.setPos(x,y+100,z)

```

#### Build a huge block of activated TNTs

When you click one TNT, there will be an explosion around that block of TNTs.

```

1 from mcpi import minecraft
2
3 mc = minecraft.Minecraft.create()
4
5 x,y,z = mc.player.getTilePos()
6
7 tnt = 46
8 activated = 1
9 mc.setBlocks(x+1,y+1,z+1,x+5,y+5,z+5,tnt,activated)

```

## Put a flower on the path

We will leave a flower when we are on a block of grass. Otherwise we will change the beneath block to a grass block.

```
1 from mcpi import minecraft
2 from time import sleep
3
4 mc = minecraft.Minecraft.create()
5
6 grass = 2
7 flower = 38
8 while True:
9     x,y,z = mc.player.getTilePos()
10    block_beneath = mc.getBlock(x,y-1,z)
11    if block_beneath == grass:
12        mc.setBlock(x,y,z,flower)
13    else:
14        mc.setBlock(x,y-1,z,grass)
15    sleep(0.1)
```

## Clear space with input size

We will clear space for a given **size**. To do so, we will build a cube of **size** x **size** x **size** blocks, filled with the AIR block.

```
1 from mcpi import minecraft, block
2
3 mc = minecraft.Minecraft.create()
4
5 x,y,z = mc.player.getTilePos()
6 size = int(raw_input("size of area to clear? "))
7 if size > 0:
8     mc.setBlocks(x,y,z,x+size,y+size,z+size,block.AIR.id)
```

### Challenge

Change a little the above program so that the player is in the middle of the cleared space (and also dig down a few blocks).

## Build a house

```
1 from mcpi import minecraft, block
2
3 mc = minecraft.Minecraft.create()
4 SIZE = 20
5
6 def house():
7     midx = x + SIZE/2
8     midy = y + SIZE/2
9     mc.setBlocks(x, y, z, x+SIZE, y+SIZE, z+SIZE, block.COBBLESTONE.id)
10    mc.setBlocks(x+1, y+1, z+1, x+SIZE-1, y+SIZE-1, z+SIZE-1, block.AIR.id)
11    mc.setBlocks(x+1, y+1, z+1, x+SIZE-1, y+1, z+SIZE-1, block.WOOL.id, 7)
12    # left window
13    mc.setBlocks(x+3, y+SIZE-3, z, midx-3, midy+3, z, block.GLASS.id)
```



```

14  # right window
15  mc.setBlocks(midx+3,y+SIZE-3, z,x+SIZE-3, midy+3, z, block.GLASS.id)
16  # door
17  mc.setBlocks(midx-3, y, z, midx+3, midy, z, block.AIR.id)
18  # roof
19  mc.setBlocks(x,y+SIZE+1, z, x+SIZE,y+SIZE+1, z+SIZE, block.SNOW.id)
20
21  x,y,z = mc.player.getTilePos()
22
23  # build a house
24  house()

```

## Build a street

```

1  from mcpi import minecraft, block
2
3  mc = minecraft.Minecraft.create()
4  SIZE = 20
5
6  def house():
7      midx = x + SIZE/2
8      midy = y + SIZE/2
9      mc.setBlocks(x, y, z, x+SIZE, y+SIZE, z+SIZE, block.COBBLESTONE.id)
10     mc.setBlocks(x+1, y+1, z+1, x+SIZE-1, y+SIZE-1, z+SIZE-1, block.AIR.id)
11     mc.setBlocks(x+1, y+1, z+1, x+SIZE-1, y+1, z+SIZE-1, block.WOOL.id, 7)
12     # left window
13     mc.setBlocks(x+3, y+SIZE-3, z, midx-3, midy+3, z, block.GLASS.id)
14     # right window
15     mc.setBlocks(midx+3, y+SIZE-3, z, x+SIZE-3, midy+3, z, block.GLASS.id)
16     # door
17     mc.setBlocks(midx-3, y, z, midx+3, midy, z, block.AIR.id)
18     # roof
19     mc.setBlocks(x, y+SIZE+1, z, x+SIZE, y+SIZE+1, z+SIZE, block.SNOW.id)
20
21     x,y,z = mc.player.getTilePos()
22
23     # build a street
24     for h in range(5):
25         house()
26         x += SIZE

```

**range(5) = range(0, 5, 1)**

range(5) means the list of the first five integers starting from 0, i.e. 0, 1, 2, 3, 4.

range(5) is indeed a shortcut of range(0, 5, 1) which means the list of integers starting from 0 and less than 5, increased 1 per step.

## Magic bridge

Put a glass bridge under the feet whenever you walk, making sure that the player will never falls into the sea or falls out of the sky.

```

1  from mcpi import minecraft, block
2  import time

```

```
3
4 mc = minecraft.Minecraft.create()
5
6 def buildBridge():
7     x,y,z = mc.player.getTilePos()
8     b = mc.getBlock(x,y-1,z) # y-1 means under the feet
9     if (b == block.AIR.id) or
10        (b == block.WATER_STATIONARY.id) or
11        (b == block.WATER_FLOWING.id):
12         mc.setBlock(x,y-1,z,block.GLASS.id)
13
14 while True:
15     time.sleep(0.01)
16     buildBridge()
```

## Vanishing bridge

Based on the previous magic bridge. Here we will add some more magic: whenever we are landed on a non-glass block, we will make disappear one glass block of our magic bridge.

To do this, we will build a list of all created glass blocks in order. When it will be the case, we will remove the oldest block in the list.

```
1 from mcpi import minecraft, block
2 import time
3
4 mc = minecraft.Minecraft.create()
5 bridge = []
6
7 def buildBridge():
8     x,y,z = mc.player.getTilePos()
9     b = mc.getBlock(x,y-1,z) # y-1 means under the feet
10    if (b == block.AIR.id) or
11       (b == block.WATER_STATIONARY.id) or
12       (b == block.WATER_FLOWING.id):
13        mc.setBlock(x,y-1,z,block.GLASS.id)
14        coordinate = [x,y-1,z]
15        bridge.append(coordinate)
16    elif b != block.GLASS.id:
17        if len(bridge) > 0:
18            coordinate = bridge.pop()
19            a,b,c = coordinate
20            mc.setBlock(a,b,c,block.AIR.id)
21            time.sleep(0.01)
22
23 while True:
24     time.sleep(0.01)
25     buildBridge()
```

## Vanishing bridge (Improved Version)

One question raised by Tom on the previous version of vanishing bridge: can we remove also the bridge's one glass block when we are on a glass block which is not part of the bridge?

For this to be done, we need to check when we have a glass block, whether its coordinate is in the list of the bridge's glass blocks' coordinates.

```

1 from mcpi import minecraft, block
2 import time
3
4 mc = minecraft.Minecraft.create()
5 bridge = []
6
7 def buildBridge():
8     x,y,z = mc.player.getTilePos()
9     b = mc.getBlock(x,y-1,z) # y-1 means under the feet
10    if (b == block.AIR.id) or
11        (b == block.WATER_STATIONARY.id) or
12        (b == block.WATER_FLOWING.id):
13        mc.setBlock(x,y-1,z,block.GLASS.id)
14        coordinate = [x,y-1,z]
15        bridge.append(coordinate)
16    elif b != block.GLASS.id:
17        if len(bridge) > 0:
18            coordinate = bridge.pop()
19            a,b,c = coordinate
20            mc.setBlock(a,b,c,block.AIR.id)
21            time.sleep(0.01)
22    else: # b == block.GLASS.id
23        if [x,y-1,z] not in bridge:
24            if len(bridge) > 0:
25                coordinate = bridge.pop()
26                a,b,c = coordinate
27                mc.setBlock(a,b,c,block.AIR.id)
28                time.sleep(0.01)
29
30 while True:
31     time.sleep(0.01)
32     buildBridge()

```

### Vanishing bridge (Simplified Version)

There are two repeated blocks in the above code: it's our chance to create a new function!

```

1 from mcpi import minecraft, block
2 import time
3
4 mc = minecraft.Minecraft.create()
5 bridge = []
6
7 def popBridge():
8     if len(bridge) > 0:
9         coordinate = bridge.pop()
10        a,b,c = coordinate
11        mc.setBlock(a,b,c,block.AIR.id)
12        time.sleep(0.01)
13
14 def buildBridge():
15     x,y,z = mc.player.getTilePos()
16     b = mc.getBlock(x,y-1,z) # y-1 means under the feet
17     if (b == block.AIR.id) or
18         (b == block.WATER_STATIONARY.id) or
19         (b == block.WATER_FLOWING.id):
20         mc.setBlock(x,y-1,z,block.GLASS.id)

```

```
21     coordinate = [x,y-1,z]
22     bridge.append(coordinate)
23     elif b != block.GLASS.id:
24         popBridge()
25     else: # b == block.GLASS.id
26         if [x,y-1,z] not in bridge:
27             popBridge()
28
29 while True:
30     time.sleep(0.01)
31     buildBridge()
```

## Treasure Hunt

```
1  from mcpi import minecraft, block
2  import time, random
3
4  mc = minecraft.Minecraft.create()
5
6  score = 0
7  RANGE = 5 # increase this number to make a more difficult game!
8  TIMEOUT = 10
9  timer = TIMEOUT
10
11 treasurex = None
12 treasurey = None
13 treasurez = None
14
15 def placeTreasure():
16     global treasurex, treasurey, treasurez
17     x,y,z = mc.player.getTilePos()
18     treasurex = random.randint(x, x+RANGE)
19     treasurey = random.randint(y+2, y+RANGE+2)
20     treasurez = random.randint(z, z+RANGE)
21     mc.setBlock(treasurex, treasurey, treasurez, block.DIAMOND_BLOCK.id)
22
23 def checkHit():
24     global score, treasurex
25     events = mc.events.pollBlockHits()
26     for e in events:
27         x,y,z = e.pos
28         if x == treasurex and y == treasurey and z == treasurez:
29             mc.postToChat("HIT!")
30             score += 20
31             mc.setBlock(treasurex, treasurey, treasurez, block.AIR.id)
32             treasurex = None
33
34 def homingBeacon():
35     global timer
36     if treasurex != None:
37         timer -= 1
38         if timer == 0:
39             timer = TIMEOUT
40             x,y,z = mc.player.getTilePos()
41             diffx = abs(x - treasurex)
42             diffy = abs(y - treasurey)
43             diffz = abs(z - treasurez)
```

```

44         diff = diffx + diffy + diffz
45         mc.postToChat("score:" + str(score) + " treasure:" + str(diff))
46
47     bridge = []
48
49     def buildBridge():
50         global score
51         x,y,z = mc.player.getTilePos()
52         b = mc.getBlock(x, y-1, z)
53         if treasurex == None:
54             if len(bridge) > 0:
55                 coordinate = bridge.pop()
56                 a,b,c = coordinate
57                 mc.setBlock(a, b, c, block.AIR.id)
58                 mc.postToChat("bridge:" + str(len(bridge)))
59                 time.sleep(0.01)
60             elif b != block.GOLD_BLOCK.id:
61                 mc.setBlock(x, y-1, z, block.GOLD_BLOCK.id)
62                 coordinate = [x, y-1, z]
63                 bridge.append(coordinate)
64                 score -= 1
65
66     while True:
67         time.sleep(0.01)
68
69         if treasurex == None and len(bridge) == 0:
70             placeTreasure()
71
72         checkHit()
73         homingBeacon()
74         buildBridge()

```

## Build a Maze

```

1  from mcpi import minecraft, block
2
3  mc = minecraft.Minecraft.create()
4
5  GAP = block.AIR.id
6  WALL = block.GOLD_BLOCK.id
7  FLOOR = block.GRASS.id
8
9  FILENAME = "maze.csv"
10 f = open(FILENAME, "r")
11
12 x,y,z = mc.player.getTilePos()
13 ORIGINX = x+1
14 ORIGINY = y
15 ORIGINZ = z+1
16
17 z = ORIGINZ
18 for line in f.readlines():
19     data = line.split(",")
20     x = ORIGINX
21     for cell in data:
22         if cell == "0":
23             b = GAP

```

```

24     else:
25         b = WALL
26         mc.setBlock(x, ORIGIN_Y, z, b)
27         mc.setBlock(x, ORIGIN_Y+1, z, b)
28         mc.setBlock(x, ORIGIN_Y-1, z, FLOOR)
29         x += 1
30         z += 1

```

#### maze.csv sample

```

1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1
1,1,1,1,1,1,1,1,1,0,1,0,1,1,0,1
1,0,0,1,0,0,0,0,1,0,1,0,1,0,0,1
1,1,0,1,0,1,1,0,0,0,0,0,1,0,1,1
1,1,0,1,0,1,1,1,1,1,1,1,1,0,1,1
1,1,0,0,0,1,1,1,1,1,0,0,0,0,1,1
1,1,1,1,1,1,0,0,0,0,0,1,1,1,1,1
1,0,0,0,0,1,0,0,0,0,0,0,0,0,0,1
1,0,1,1,1,1,0,0,0,0,0,1,1,1,1,1
1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1
1,0,1,1,1,1,1,1,1,1,0,1,1,1,1,1
1,0,1,0,0,0,0,0,0,1,0,0,0,0,0,1
1,0,1,0,1,1,1,1,0,1,1,1,1,1,0,1
1,0,0,0,0,0,0,0,0,1,0,0,0,0,0,1
1,1,1,1,1,1,1,1,1,1,0,1,1,1,1,1

```

#### Challenge

- make your own CSV datasheet
- plant some random treasure

## 1.2 Pygame

### 1.2.1 List of pygame programs

#### Draw a circle

```

1  import pygame
2
3  width,height = 640,480
4  radius = 100
5  fill = 1
6
7  pygame.init()
8  window = pygame.display.set_mode((width,height))
9  window.fill(pygame.Color(255,255,255)) # white
10
11 while True:
12     pygame.draw.circle(window,
13                         pygame.Color(255,0,0), # red

```

```

14         (width/2,height/2),
15         radius,
16         fill)
17     pygame.display.update()
18     if pygame.QUIT in [e.type for e in pygame.event.get()]:
19         break

```

### Draw circles based on mouse move / position

```

1  import pygame
2  from pygame.locals import *
3
4  width,height = 640,640
5  radius = 0
6  fill = 1
7  mouseX,mouseY = 0,0
8
9  pygame.init()
10 window = pygame.display.set_mode((width,height))
11 window.fill(pygame.Color(255,255,255)) # white
12 fps = pygame.time.Clock() # FPS = Frame Per Second
13
14 while True: # one frame per loop
15     for event in pygame.event.get():
16         if event.type == MOUSEMOTION:
17             mouseX,mouseY = event.pos
18         if event.type == MOUSEBUTTONDOWN: # mouse click
19             window.fill(pygame.Color(255,255,255)) # clear screen
20             radius = (abs(width/2 - mouseX) + abs(height/2 - mouseY))/2 + 1
21             pygame.draw.circle(window,
22                               pygame.Color(255,0,0), # red
23                               (mouseX,mouseY),
24                               radius,
25                               fill)
26     pygame.display.update()
27     if pygame.QUIT in [e.type for e in pygame.event.get()]:
28         break
29     fps.tick(30) # wait so that frame rate is 30 fps

```

## 1.3 Scratch





## HARDWARE

### 2.1 Raspberry Pi

#### 2.1.1 Default settings

login	<b>pi</b>
password	<b>raspberrypi</b>
hostname	<b>raspberrypi</b>
keyboard	UK

#### 2.1.2 Basic commands

##### Config

```
$ sudo raspi-config
```

##### Start X server

```
$ startx
```

##### Reboot

```
$ sudo reboot
```

##### Shutdown

```
$ sudo shutdown -h now
```

##### Change datetime

```
$ sudo date --set="Sun Nov 18 1:55:16 EDT 2012"
```

### Update

```
$ sudo apt-get update
$ sudo apt-get upgrade
```

### 2.1.3 Information

#### Check OS version

```
$ cat /proc/version
```

#### Check board version

```
$ cat /proc/cpuinfo
```

#### Display network interface and associated IP addresses

```
$ ifconfig
```

### 2.1.4 Short-cuts

<b>Ctrl + C</b>	kill currently running program
<b>Ctrl + D</b>	exit shell
<b>Ctrl + A</b>	move cursor to the beginning of the line
<b>Ctrl + E</b>	move cursor to the end of the line
<b>Ctrl + Alt + Backspace</b>	[optional] terminate the X server

### 2.1.5 Setup Keyboard

The default keyboard is UK. Let's change it to AU keyboard.

The trick is that Australia is not listed in the country list for the keyboard, we need to setup a US keyboard instead.

#### Change the keyboard config

```
$ sudo vi /etc/default/keyboard
```

```
XKBMODEL = "pc105"
XKBLayout="us"
XKBVARIANT=""
XKBOPTIONS=""

BACKSPACE="guess"
```

**Then run the following commands and reboot**

```
$ sudo setxkbmap -layout us
$ sudo udevadm trigger --subsystem-match=input --action=change
```

## 2.1.6 Utilities / Softwares

### raspi-config tool

```
$ sudo apt-get install raspi-config
```

### Minecraft

```
$ sudo apt-get install minecraft-pi
```

### Screenshot : scrot

```
$ sudo apt-get install scrot
```

### Mercurial

```
$ sudo apt-get install mercurial
```

## 2.2 Arduino



## PROGRAMMING LANGUAGE

### 3.1 Shell

### 3.2 Python



## 4.1 Vi

### 4.1.1 Cursor Movement Commands

(n) indicates a number, and is optional

(n)h	left (n) space(s)
(n)j	down (n) space(s)
(n)k	up (n) space(s)
(n)l	right (n) space(s)

(The arrow keys usually work also)

CTRL + F	forward one screen
CTRL + B	back one screen
CTRL + D	down half screen
CTRL + U	up half screen
H	beginning of top line of screen
M	beginning of middle line of screen
L	beginning of last line of screen
G	beginning of last line of file
(n)G	move to beginning of line (n)
0	(zero) beginning of line
\$	end of line
(n)w	forward (n) word(s)
(n)b	back (n) word(s)
e	end of word

### 4.1.2 Inserting Text

i	insert text before the cursor
a	append text after the cursor (does not overwrite other text)
I	insert text at the beginning of the line
A	append text to the end of the line
r	replace the character under the cursor with the next character typed
R	Overwrite characters until the end of the line (or until escape is pressed to change command)
o	(alpha o) open new line after the current line to type text
O	(alpha O) open new line before the current line to type text

### 4.1.3 Deleting Text

dd	deletes current line
(n)dd	deletes (n) line(s)
(n)dw	deletes (n) word(s)
D	deletes from cursor to end of line
x	deletes current character
(n)x	deletes (n) character(s)
X	deletes previous character

### 4.1.4 Change Commands

(n)cc	changes (n) characters on line(s) until end of the line (or until escape is pressed)
cw	changes characters of word until end of the word (or until escape is pressed)
(n)cw	changes characters of the next (n) words
c\$	changes text to the end of the line
ct(x)	changes text to the letter (x)
C	changes remaining text on the current line (until stopped by escape key)
~	changes the case of the current character
J	joins the current line and the next line
u	undo the last command just done on this line
.	repeats last change
s	substitutes text for current character
S	substitutes text for current line
:s	substitutes new word(s) for old :<line nos effected> s/old/new/g
&	repeats last substitution (:s) command
(n)yy	yanks (n) lines to buffer
y(n)w	yanks (n) words to buffer
p	puts yanked or deleted text after cursor
P	puts yanked or deleted text before cursor

### 4.1.5 File Manipulation

:w (file)	writes changes to file (default is current file)
:wq	writes changes to current file and quits edit session
:w! (file)	overwrites file (default is current file)
:q	quits edit session w/no changes made
:q!	quits edit session and discards changes
:n	edits next file in argument list
:f (name)	changes name of current file to (name)
:r (file)	reads contents of file into current edit at the current cursor position (insert a file)
:(command)	shell escape
:r!(command)	inserts result of shell command at cursor position
ZZ	write changes to current file and exit



## 4.2 VIM (Vi IMproved)

### 4.2.1 Basic commands

Read only (use `:wq!` to force the modification)

```
$ vim -R file
```

#### Running shell commands

```
!command
```

e.g. `!ls` will launch `ls`

if you want to go directly to shell without quitting from VI editor you can go by executing `!sh` / `!bash` / `!ksh` from VI and then come back to VI editor by just executing command `exit` from shell. for Cygwin, `!bash` and `exit` seems to be the best choice

#### Launch VIM from command line

<code>\$ vi file.txt</code>	open and edit file <code>file.txt</code>
<code>\$ vi file1.txt file2.txt file3.txt</code>	open several files
<code>\$ vi +25 file.txt</code>	edit from the 25th line
<code>\$ vi + file.txt</code>	edit at the end of file
<code>\$ vi +/text file.txt</code>	edit from the first line containing the word <code>test</code>
<code>\$ vi -r file.txt</code>	restore a crashed file
<code>\$ view file.txt</code>	vi in <code>read-only</code> mode
<code>\$ vimtutor</code>	VIM tutorial

#### Saving and quitting commands

<code>:w</code>	save the current file (before quit)
<code>:w file.txt</code>	save the modified file with another file name (even if the file was opened in read-only mode)
<code>:wq</code>	save and quit
<code>ZZ</code>	save and quit
<code>:q!</code>	quit without saving
<code>:wq!</code>	save change in the current file opened in read-only mode, and then quit
<code>:w!</code>	save change in the current file opened in read-only mode

#### Checking history and help

<code>:history</code>	vim commands history
<code>:help</code>	all helps
<code>:help command</code>	help on one command

#### Recording and replaying commands

Recording in vim or VI editor can be done by using `q` and the executing recorded comment by using `q@1`

## 4.2.2 Options

Here are the major VIM editor options

:set nu	This will display line number in front of each line quite useful if you want line by line information.
	You can turn it off by executing <b>set nonu</b> . Remember for turning it off put “no” in front of option, like here option is “nu” so for turning it off use “nonu”.
:set nonu	removing line number display
:set hlsearch	This will highlight the matching word when we do search in VI editor, quite useful but if you find it annoying or not able to see sometime due to your color scheme you can turn it off by executing <b>set nohlsearch</b> .
:set wrap	If your file has contains some long lines and you want them to wrap use this option, if its already on and you just don’t want them to wrap use <b>set nowrap</b> .
:col- orscheme	color scheme is used to change color of VIM editor, my favorite color scheme is murphy so if you want to change color scheme of VI editor you can do by executing <b>colorscheme murphy</b> .
:syntax on	syntax can be turn on and off based on your need, if it’s on it will display color syntax for .xml, .html and .perl files.
:set ig- norecase	This VI editor option allows you do case insensitive search because if it’s set VI will not distinguish between two words which are just differ in case.
:set smart- case	Another VI editor option which allows case-sensitive search if the word you are searching contains an uppercase character.

## 4.2.3 Navigation

Here are some navigating commands

gg	goes to start of file
SHIFT g	goes to end of file
0	goes to beginning of the line
\$	goes to end of the line
nG	goes to nth line
:n	another way of going to nth line

## 4.2.4 Editing

### Editing commands

yy	equivalent to cut also called yank
p	paste below line
SHIFT p	paste above line
dd	deletes the current line
5dd	deletes 5 lines
u	undo last change
CTRL + R	Re do last change

### Copy (or cut) / paste (without strange indent)

1. move the mouse pointer to the beginning of your desired copy text
2. type ‘v’ (visual) for Visual mode, then using mouse pointer move to the end of selected text

3. type 'y' (yank) for Copy or 'd' (delete) for Cut
4. move to your paste location, then type 'p' (paste)

### Tabulation

1. define TAB as 2 spaces

```
:set tabstop=2 shiftwidth=2 expandtab
```

2. replace TAB by 4 spaces

```
:%s/\t/    /g
```

## 4.2.5 Multi-files, multi-windows

### Opening multi-files / another file

```
$ vim file1 file2 file3 ...
```

```
:n      edit next file among multi-files
        (with respect to the order given in the command line)
:wn      save the modification and edit the next file
:n!      edit the next file without saving the ongoing modification
:e       reload the current file
:e file  load file in the current window
```

### Multi-windows

```
:sp(lit) file  split horizontally the window and load file in the splitted window
:vsplit file   split vertically the window and load file in the splitted window
:vs           vertically split window
CTRL + w + w  switch among all (sub-)windows
:q           close the current (sub-)window
```

## 4.2.6 Search and Replace

### Searching commands

```
/Exception  will search for word "Exception" from top to bottom and stop when it got
            first match, to go to next match type "n" and for coming back to previous
            match press "Shift + N"
?Exception  will search for word "Exception" from bottom to top and stop when it got
            first match, to go to next match type "n" and for coming back to previous
            match press "Shift + N", remember for next match it will go towards top
            of file.
```

### Find and replace

<code>:%s/Old/New/g</code>	This is an example of global search it will replace all occurrence of word "Old" in file with word "New". Its also equivalent to following command " <code>: 0,\$ s/Old/New/g</code> " which actually tells that search from first to last line.
<code>:%s/Old/New/gc</code>	This is similar to first command but with the introduction of "c" it will ask for confirmation
<code>:%s/Old/New/gci</code>	This is command is global, case insensitive and ask for confirmation. to make it case Sensitive use "I"

## Substitution

Substitution is very useful when working with text. Below you have some example. For more information, you could check the link : [http://vim.wikia.com/wiki/Search\\_and\\_replace](http://vim.wikia.com/wiki/Search_and_replace)

<code>:s/abc/def/</code>	change the first 'abc' of the line to 'def'
<code>:s/abc/def/g</code>	change all 'abc' of the line to 'def'
<code>:%s/abc/def/g</code>	change all 'abc' of all lines to 'def'
<code>:%s/\&lt;abc\&gt;/def/g</code>	change all words 'abc' of all lines to 'def'
<code>:%s/\&lt;abc\&gt;/def/gI</code>	change all words 'abc' (case sensitive) of all lines to 'def'
<code>:%s/\&lt;abc\&gt;/def/gci</code>	change all words 'abc' (case insensitive) of all lines to 'def', ask for confirmation
<code>:5,10s/abc/def/g</code>	change all 'abc' to 'def', from line 5 to line 10 inclusive
<code>:.+5s/abc/def/g</code>	change all 'abc' to 'def', for the current line and the 5 next lines
<code>:\$s/abc/def/g</code>	change all 'abc' to 'def', from the current line to the last line
<code>:g/^a/s/abc/def/g</code>	change all 'abc' to 'def', for each line starting with 'a'

## 4.3 JOE (Joe's Own Editor)

### 4.3.1 Basic commands

#### Launch JOE from command line

<code>\$ joe file.txt</code>	open and edit file.txt
<code>\$ joe -wordwrap file.txt</code>	option wordwrap
<code>\$ joe -lmargin 5 -tab 5 file.txt</code>	left margin = 5 chars and TAB = 5 chars
<code>\$ joe +25 file.txt</code>	edit from 25th line
<code>\$ jmacs file.txt</code>	variant : simulate GNU-EMACS
<code>\$ jstar file.txt</code>	variant : simulate WordStar
<code>\$ jpico file.txt</code>	variant : simulate the Pine mailer editor PICO
<code>\$ rjoe file.txt</code>	variant : restraint the edit to the file file.txt only

#### Saving and quitting commands

CTRL + k + d	save the file
CTRL + k + x	save and exit
CTRL + c	exit without save
CTRL + k + z	exit and leave JOE in background (fg to go back)

## Orthographe

CTRL + [ + n	check one word
CTRL + [ + l	check one file

## Misc

CTRL + k + a	move to the middle
CTRL + t	display and choose the options
CTRL + r	refresh the display
CTRL + k + h	display or close the online help

## 4.3.2 Navigation

### Cursor / Move

CTRL + b	move to left
CTRL + p	move to top
CTRL + f	move to right
CTRL + n	move to down
CTRL + z	move to the previous word
CTRL + x	move to the next word

### Navigation

CTRL + u	previous screen
CTRL + v	next screen
CTRL + a	beginning of the line
CTRL + e	end of the line
CTRL + k + u	beginning of the file
CTRL + k + v	end of the file
CTRL + k + l	go to line n

## 4.3.3 Editing

### Blocs operations

CTRL + k + b	beginning of the bloc
CTRL + k + k	end of the bloc
CTRL + k + m	move of the bloc
CTRL + k + c	copy the bloc
CTRL + k + w	write the bloc in a file
CTRL + k + y	delete the bloc
CTRL + k + /	filter the bloc

## Deletion

CTRL + d	delete one character
CTRL + y	delete one line
CTRL + w	delete one word on the right of the cursor
CTRL + o	delete one word on the left of the cursor
CTRL + j	delete the rest of the line (i.e. the right side of the cursor)
CTRL + _	cancel the operation
CTRL + 6	redo the cancelled operation

## Files

CTRL + k + e	open / edit a new file
CTRL + k + r	insert one file at the cursor position

### 4.3.4 Search

CTRL + k + f	search one text
CTRL + l	search the next

## 4.4 NANO (Nano's ANOther editor)

### 4.4.1 Basic commands

NANO is the open source clone of the editor PICO, distributed as part of the mail client Pine.

#### Launch NANO from command line

```
$ nano file.txt           open and edit file.txt
$ nano -B file.txt        save the original file as file.txt~ or ~/.file
$ nano -m file.txt        activate the mouse cursor (if supported)
$ nano +25 file.txt       edit from the 25th line
$ jpico file.txt          simulator JOE of PICO
```

#### Short-cuts Fn

F1	CTRL + g	display online help (CTRL + x to quit)
F2	CTRL + x	quit NANO (or close ongoing buffer)
F3	CTRL + o	save ongoing file
F4	CTRL + j	reformat the text of paragraph
F5	CTRL + r	insert one file
F6	CTRL + w	search one text
F7	CTRL + y	previous screen
F8	CTRL + v	next screen
F9	CTRL + k	cut (and copy) the line (or the chosen text)
F10	CTRL + u	paste the cut text
F11	CTRL + c	display the cursor position
F12	CTRL + t	start the orthograph verification

## Misc

CTRL + 6	choose one text from the cursor (CTRL + 6 to cancel the action)
----------	---

### 4.4.2 Navigation

CTRL + _	go to line n and column m
CTRL + f	move to left
CTRL + b	move to right
CTRL + SPACE	move to the previous word
CTRL + p	previous line
CTRL + n	next line
CTRL + a	beginning of the line
CTRL + e	end of the line

META does not exist on most of the recent keyboards. We list the commands below just for reference.

Sometimes you could mimic a command META + s (toggle smooth scrolling mode on and off) as follows:

- press ESC key
- release ESC key
- press s key

META + SPACE	move to the next word
META + (	beginning of the paragraph
META + )	end of the paragraph
META + n	beginning of the file
META + /	end of the file
META + ]	move to the opening curly bracket { which corresponds to the closing curly bracket }
META + =	move screen one line down
META + _	move screen one line up

### 4.4.3 Search

CTRL + n	search and replace one text
----------	-----------------------------





## 5.1 Archive and Compression

### 5.1.1 tar (Tape ARchiver)

tar is very useful to backup / group your files. You could group your files / folders with

```
$ tar cvf backup.tar file1 file2 ... folder1 folder2 ...
```

To extract content of a tar file, just do the following

```
$ tar xvf backup.tar
```

N.B. tar is probably one of the first commands existing in the Unix / Linux world. You could invoke its options with a dash or not, this will not change the result.

#### tar options

Here is a list of some useful options :

c	create, for creating tar file
v	verbose, display name of files including,excluding from tar command
f	following, used to point name of tar file to be created. it actually tells tar command that name of the file is “next” letter just after options.
x	extract, for extracting files from tar file.
t	for viewing content of tar file
z	zip, tells tar command that create tar file using gzip.
j	another compressing option tells tar command to use bzip2 for compression
r	update or add file or directory in already existed .tar file
wildcards	to specify patters in unix tar command

#### tarball

When combining with gzip, tar becomes an extremely recommended tool to archieve your documents. The resulted file is often called tarball, and is ended with either the extension .tgz or .tar.gz. For example, to archieve files / folders into a tarball:

```
$ tar zcvf backup.tgz file1 file2 ... folder1 folder2 ...
```

and to extract a tarball:

```
$ tar zxvf backup.tgz
```

### creation

Create tar archive/file

```
$ tar -cvf tarball.tar *  
$ tar -cvf tarball.tar file1 folder1 file2
```

Create compressed tar file (gzip, bzip2)

```
$ tar -zcvf tarball.tgz *  
$ tar -zcvf tarball.tar.gz *  
$ tar -jcvf tarball.tar.bz2 *
```

### extraction

Extract contents from tar file

```
$ tar -xvf tarball.tar
```

Extract contents from compressed tar file

```
$ tar -zxvf tarball.tgz  
$ tar -zxvf tarball.tar.gz  
$ tar -jxvf tarball.tar.bz2
```

Extract a particular file from tar file

```
$ tar -xvf tarball.tar file  
$ tar -zxvf tarball.tgz file  
$ tar -zxvf tarball.tar.gz file  
$ tar -jxvf tarball.tar.bz2 file
```

Extract a group of files from tar file

```
$ tar -xvf tarball.tar --wildcards "s*"  
$ tar -zxvf tarball.tgz --wildcards "s*"  
$ tar -zxvf tarball.tar.gz --wildcards "s*"  
$ tar -jxvf tarball.tar.bz2 --wildcards "s*"
```

### other operations

View contents of tar file

```
$ tar -tvf tarball.tar
```

View contents of compressed tar file

```
$ tar -ztvf tarball.tgz  
$ tar -ztvf tarball.tar.gz
```

Update existing tar file (!not compressed tar file)

```
$ tar -cvf tarball.tar file folder1  
$ tar -rvf tarball.tar folder2
```

Calculate the size (in KB) of (compressed) tar file

```
$ tar -cf - * | wc -c
$ tar -zcf - * | wc -c
$ tar -jcf - * | wc -c
```

Delete items (files/folders) from tar file (!not compressed)

```
$ gunzip tarball.tar.gz
$ tar --list --file tarball.tar
$ tar --file tarball.tar --delete file1 folder1 folder2/file2
$ tar --list --file tarball.tar
$ gzip tarball.tar
```

### 5.1.2 parallel gzip

For modern multi-processor, multi-core machines, a parallel implementation of gzip exists, called pigz. The official link is <http://zlib.net/pigz/> and the manual could be downloaded here : <http://zlib.net/pigz/pigz.pdf>

To compress while keeping the original file, using

```
pigz --best -k file
```

and to decompress the .gz file

```
pigz -d file.gz
```

### 5.1.3 bz2

#### Compression to bz2

```
$ bzip2 file
$ bzip2 -v file
```

#### Decompression from bz2

```
$ bunzip2 file.bz2
$ bzip2 -d file.bz2
$ bunzip2 -v file.bz2
```

#### Archive to tarball .tar.bz2

```
$ tar cjvf files.tar.bz2 *.txt
$ tar -cjvf archive.tar.bz2 path/to/folder
$ tar --bzip2 -xf path/to/file.tar.bz2
$ tar -cvf - path/to/folder | bzip2 > archive.tar.bz2
```

#### Restore from tarball .tar.bz2

```
$ tar xjvf files.tar.bz2
$ tar -xjvf path/to/file.tar.bz2
$ bzip2 path/to/file.tar.bz2 | tar -xvf -
```

### 5.1.4 zip

```
$ zip archive.zip file1 file2 file3
$ unzip archive.zip
```

## 5.2 Windows

### 5.2.1 Connect to Internet via Ethernet cable (from PC/laptop)

**Control Panel** → **Network and Internet** → **Network Connections**

**Ctrl** + select local and wireless connections, right click **Bridge Connections**

**MATHEMATICS**

**6.1 Algebra**

**6.2 Geometry**