**Examples**

**Opening a New File**

Step 1 type **vim *filename*** (create a file named *filename*)

Step 2 type **i** ( switch to insert mode)

Step 3 enter text (enter your Ada program)

Step 4 hit **Esc key** (switch back to command mode)

Step 5 type **:wq** (write file and exit vim)

**Editing the Existing File**

Step 1 type **vim *filename*** (edit the existing file named filename)

Step 2 move around the file using **h**/**j**/**k**/**l** key or any appropriate command

**h** Moves the cursor one character to the left

**l** Moves the cursor one character to the right

**k** Moves the cursor up one line

**j** Moves the cursor down one line

**nG** or :n Cursor goes to the specified (n) line

*(ex. 10G goes to line 10)*

Step 3 **edit** required text (replace or delete or insert)

Step 4 hit **Esc** key (exit from insert mode if you insert or replace text)

Step 5 type **:wq**