VIM plugin commands memo v1.0

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1. **ctags**

   - EDIT mode
     CTRL+] : deninition fo callee
     CTRL+t : return to caller
   - LASTLINE mode
     tags : functions call stack

2. **cscope**

   - EDIT mode
     CTRL+SHIFT+'-'+**g** : its own definition
     CTRL+SHIFT+'-'+**d** : functions called by it
     CTRL+SHIFT+'-'+**c** : fucntions calling it
     CTRL+SHIFT+'-'+**f** : its own file
     CTRL+SHIFT+'-'+**i** : files including it
   - LASTLINE mode
     cs show : show cscope connection
     cs help : show help

3. **snipMate**

   - C
     inc : #include ¡stdio.h¿
     Inc : #include "test.h"
     main : ... main ...
     #if : #if ... #endif
     ifdef : #ifdef ... #endif
     once : #ifndef ... #define ... #endif
     def : #define
     td : typdef int ...
     tds : typdef struct ...
     if : if ...
     el : else ...
     for : for ...
     wh : while ...
     pr : printf("**fun** : void func() ...
     fund : void function_name();
     t : /*condition*/ ? a : b;
     . : []
     un : unsigned
   - C++
     ns : namespace ...
     cl : class ...
   - Java
     main : ... main ...
     pu|pr|po : public|private|protected
     st : static
     fi : final

ab : abstract
re : return
br : break;
de : default: ...
ca : catch(Exception e)
if : if ()
el : else
elif : else if ()
wh : while ()
for : for (; ;)
fore : for (:)
sw : switch ()
cs : case : ...
tc : public class test extends TestCase
t : public void test() throws Exception
cl : class test
in : interface test extends Parent
v : String var = null;
im : import
imp : implement
j.u : java.util.
pl : System.out.println();
pf : System.out.printf();
sy : synchronized

   - Shell
     #! : #!/bin/bash
     if : if ... fi
     elif : elif ...
     for : for ... done
     wh : while ... done
     case : case ... esac
   - Python
     #! : #!/usr/bin/python
     imp : import
     wh : while ...
     for : for ...
     docs : File: ... Author: ... Description: ...
     def : def fname() ...
     deff : def fname():
     ld : var = lambda vars : action
     ifmain : if __name__ == '__main__':
     _ : __init__
   - Latex
     begin : \begin ...
     item : \begin{itemize} ...
     enum : \begin{enumerate} ...