

# Editing with *vim*

- ▶ Two tool environments exist for developing embedded software
  - ▶ IDE: (Integrated Development Environments), AVRStudio, Codewarrior, Elicpse
  - ▶ Command line: gcc, gas, ld, avr-objcopy, avr-objconv, avrdude
  - ▶ Both have their advantages depending upon the programming environment.
- ▶ We will be using command line tools for several reasons
  - ▶ You can understand the details (nothing is hidden)
  - ▶ The tools are free (freedom and beer)
  - ▶ You own the tools on your laptop
  - ▶ You get valuable exposure to Linux and programming editors

## Editing with *vim*

- ▶ *vi* is pronounced "vee eye".
- ▶ When I say *vi* I mean *vim*.
- ▶ *vim* is available on all \*nix systems
- ▶ *vim* is fast, stays out of your way
  - ▶ no menus
  - ▶ short commands
  - ▶ no *mouseing* around
- ▶ High beginning threshold ( 12 commands) to become productive
- ▶ Many *vim* help sites on the web such as  
<http://www.rru.com/~meo/useful/vi/vi.intro.html>
- ▶ A good, more advanced book on *vim*:  
"Practical Vim - Edit Text at the Speed of Thought" by Drew Neil

## Editing with *vim*

- ▶ You will do more programming than you think.
- ▶ Even HW designers mostly use Verilog, VHDL, shell scripts, Python.
- ▶ Learn one editor really well. Use it for all your editing tasks.
- ▶ The editor should:
  - ▶ Be configurable, extensible and programmable
  - ▶ Have language sensitive syntax highlighting
  - ▶ Have auto completion, and indention
  - ▶ Have seamless compiler support
  - ▶ Be available everywhere
- ▶ An editor needs to stay out of the way of thinking. It becomes an extension of your hand that needs no cognitive attention. You think, and code appears on the screen.
- ▶ If you can't edit code well, the structure begins to suffer that causes readability problems followed by bugs. Comments go stale and become misleading.

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## Entry and Exit

<code>vim</code>	opens <i>vim</i>
<code>vim file_name</code>	opens or creates <code>file_name</code> for editing
<code>view file_name</code>	opens <i>vim</i> in read only mode on <code>file_name</code>
<code>:q</code>	quit with query if changes were made
<code>:q!</code>	quit, don't save changes
<code>:x</code>	save and exit
<code>&lt;shift&gt;ZZ</code>	save and exit
<code>:w</code>	save the present file
<code>:w new_file</code>	save present file as <code>new_name</code>
<code>:wq</code>	write and quit (like <code>&lt;shift&gt;ZZ</code> )
<code>:r file2</code>	read <code>file2</code> into current file at cursor
<code>:e new_file</code>	edit <code>new_name</code> discarding current file

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## Moving around in the file

<code>h</code>	move one character left
<code>l</code>	move one character right
<code>k</code>	move one character up
<code>j</code>	move one character down
<code>&lt;ctrl&gt;u</code>	move up one half page
<code>&lt;ctrl&gt;d</code>	move down one half page
<code>w</code>	move forward 1 word (cursor at first character)
<code>W</code>	move forward 1 word like "w" but ignore punctuation)
<code>b</code>	move backwards 1 word (cursor at first character)
<code>B</code>	move backwards 1 word like "b" but ignore punctuation)
<code>e</code>	move forwards 1 word (cursor at last character)
<code>E</code>	move forwards 1 word like "e" but ignore punctuation)

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## Moving around in the file

\$	move to end of the line
0	move to beginning of the line
gg	move to top of file, column 1 (HOME)
G	move to bottom of of file, column 1 (HOME)
:n	move to line "n" of file
nG	move to line "n" of file
<ctrl>G	tell me what file I'm in)

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## Adding or Replacing Text

- i insert text in front of cursor
  - a append text after cursor
  - o open a new line below the current one
  - O open a new line above the current one
  - r replace the character under the cursor and exit input mode
  - R replace characters continuously
- <esc> exit the input mode

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## Editing commands

<code>yy</code>	yank current line
<code>p</code>	paste a line previously yanked
<code>8yy</code>	yank 8 lines
<code>x</code>	delect character under cursor
<code>cw</code>	change the word beginning at the current cursor position
<code>dw</code>	delete the word beginning at the current cursor position
<code>dd</code>	delete current line
<code>10dd</code>	delete ten lines
<code>J</code>	Join current line and the one below
<code>u</code>	undo the last action
<code>&lt;ctrl&gt;r</code>	redo the last action (undoes an undo)
<code>.</code>	repeat the last insert or append type command <i>powerful!</i>

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## Search and Replace

<code>/pattern</code>	search forwards for pattern
<code>?pattern</code>	search backwards for pattern
<code>n</code>	repeat the last search
<code>:%s/old/new/g</code>	find old and replace with new everywhere
<code>:%s/old/new/gc</code>	find old and replace with new pending confirmation
<code>%</code>	show matching { }, ( ), [ ]
<code>*</code>	find next occurrence of word under cursor
<code>#</code>	find previous occurrence of word under cursor

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## Shell and Make

<code>:make</code>	compile file as specified in local Makefile
<code>:make program</code>	compile and program target as specified in local Makefile
<code>:make clean</code>	clean up compilation as specified in local Makefile
<code>:! &lt;command&gt;</code>	execute shell command without leaving vi
<code>:! ls</code>	list files in current directory,
<code>:! date</code>	print date and time

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## Multiple Screens

<code>:sp</code> OR <code>&lt;ctrl&gt;wn</code>	split screen with existing file
<code>:sp new_file</code>	open split screen with new_file displayed
<code>:vsp</code> OR <code>&lt;ctrl&gt;wv</code>	vertically split screen with existing file
<code>:vsp new_file</code>	open vertically split screen with new_file displayed
<code>&lt;ctrl&gt;ww</code>	moves cursor between split screens