

Editors on Unix derivative operating systems

- open up a command line terminal and execute the following

```
$ mkdir -p Sandpit/editors  
$ cd Sandpit/editors
```

- see if you can create the following files:
 - `readme.gedit` using the `gedit` program
 - `readme.nano` using the `nano` program
 - `readme.emacs` using the `emacs` program
 - `readme.vi` using the `vi` program
- you will probably need to open up a browser and search for basic commands for
 - `vi` and `emacs`
- the relative learning curve for some of these editors is [shown here diagrammatically](http://unix.stackexchange.com/questions/986/what-are-the-pros-and-cons-of-vim-and-emacs) `<http://unix.stackexchange.com/questions/986/what-are-the-pros-and-cons-of-vim-and-emacs>`

Editors on Unix derivative operating systems

- after you have created these `readme` files you can practice `vi` cursor control movement by playing
- `nethack`
 - see if you can move the player using the `h`, `j`, `k` and `l` keys - do not use the cursor keys
- `nethack` is a classic computer rpg which was implemented in the late 1980s
 - and was the product of many hours of collaborative effort from many programmers around the world using `email`, `patch` and `diff`
- now that you have learn't the basic movement keys you will be able to use this transferable skill to master the game: `moria`