

Harpoon

add file	<le ade r>a
toggle quick menu	<C- e>
navigate to file 1	<C- h>
navigate to file 2	<C- t>
navigate to file 3	<C- n>
navigate to file 4	<C- s>

lsp zero

Autocompletion keymaps

select prev item	<C- p>
select next item	<C- n>
confirm selection	<C- y>
complete	<C- Spa ce>

lsp keymaps over code

go to definition	n gd
hover over symbol under cursor	n K
find by symbol in workspace	n <le ade r> vws
open error diagnostics in float window	n <le ade r> vd
go to next diagnostics	n [d
go to next diagnostics	n]d
code action available on current symbol position	n <le ade r> vca
show all files where symbol under cursor is referenced	n <le ade r> vrr
rename all appearances of symbol under cursor	n <le ade r> vrn
displays signature info about symbol under cursor	i <C- h>

Telescope

find files	<le ade r>pf
find files registered in git	<C- p>
find files by string using Grep >	<le ade r>ps
help tags	<le ade r>vh

Plugin to navigate project

Fugitive [git manipulations]

git status	<le ade r>gs
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Undotree [plugin to manipulate file history]

toggle undotree	<le ade r>u
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Remaps

Move selected items up	v J
Move selected items down	v K
Rewrite selected symbols from buffer without rewriting buffer	n <le ade r >p
copy to clipboard	n, v <le ade >r>y
revrite all ouccranicies of symbol under cursor in file	n <le ade r >s

Surround

surr*ound_words	ysiw)	(surround_words)
*make strings	ys\$"	"make strings"
[delete ar*ound me!]	ds]	delete around me!
remove HTML	dst	remove HTML tags
t*ags		
'change quot*es'	cs'''	"change quotes"
or tag* types	csth1<CR>	<h1>or tag types</h1>
delete(funcni*on calls)	dsf	function calls

The three "core" operations of add/delete/change can be done with the keymaps ys{motion}{char}, ds{char}, and cs{target}{replacement}, respectively. For the following examples, * will denote the cursor position

