

Learning Gnu Emacs

*Highly accessible treatment covers cons cell structures, evaluation rules, programs as data, recursive and applicable programming styles. Nearly 400 illustrations, answers to exercises, "toolkit" sections, and a variety of complete programs. 1990 edition.
* Treats LISP as a language for commercial applications, not a language for academic AI concerns. This could be considered to be a secondary text for the Lisp course that most schools teach . This would appeal to students who sat through a LISP course in college without quite getting it - so a "nostalgia" approach, as in "wow-lisp can be practical..."
* Discusses the Lisp programming model and environment. Contains an introduction to the language and gives a thorough overview of all of Common Lisp's main features.
* Designed for experienced programmers no matter what languages they may be coming from and written for a modern audience—programmers who are familiar with languages like Java, Python, and Perl.
* Includes several examples of working code that actually does something useful like Web programming and database access.*

Text editing in emacs; a quick tour of emacs; basic editing commands; more efficient editing; advanced editing; programming in emacs; program development in emacs; editing in C mode; editing in fortran mode; editing in lisp modes; additional emacs features; getting online help; using emacs for electronic mail; managing files and buffers; miscellaneous emacs features; customizing and administering emacs; customizing the emacs environment; administering emacs; editing in pascal mode; emacs-lisp programming; switching from vi to emacs; emacs command reference;.

The utility simply known as make is one of the most enduring features of both Unix and other operating systems. First invented in the 1970s, make still turns up to this day as the central engine in most programming projects; it even builds the Linux kernel. In the third edition of the classic Managing Projects with GNU make, readers will learn why this utility continues to hold its top position in project build software, despite many younger competitors.The premise behind make is simple: after you change source files and want to rebuild your program or other output files, make checks timestamps to see what has changed and rebuilds just what you need, without wasting time rebuilding other files. But on top of this simple principle, make layers a rich collection of options that lets you manipulate multiple directories, build different versions of programs for different platforms, and customize your builds in other ways. This edition focuses on the GNU version of make, which has deservedly become the industry standard. GNU make contains powerful extensions that are explored in this book. It is also popular because it is free software and provides a version for almost every platform, including a version for Microsoft Windows as part of the free Cygwin project. Managing Projects with GNU make, 3rd Edition provides guidelines on meeting the needs of large, modern projects. Also added are a number of interesting advanced topics such as portability, parallelism, and use with Java.Robert Macklenburg, author of the third edition, has used make for decades with a variety of platforms and languages. In this book he zealously lays forth how to get your builds to be as efficient as possible, reduce maintenance, avoid errors, and thoroughly understand what make is doing. Chapters on C++ and Java provide makefile entries optimized for projects in those languages. The author even includes a discussion of the makefile used to build the book.

Learning Gu Emacs, 3E

Edition 3.10

Learning Unix for OS X

Learn to Program in Lisp, One Game at a Time!

Common LISP

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

Never before has a book been published that describes the techniques and technology used in writing text editors, word processors and other software. Written for the working professional and serious student, this book covers all aspects of the task. The topics range from user psychology to selecting a language to implementing a regexp to designing the command set. More than just facts are involved, however, as this book also promotes insight into an understanding of the issues encountered when designing such software. After reading this book, you should have a clear understanding of how to go about writing text editing or word processing software. In addition, this book introduces the concepts and power of the Emacs-type of text editor. This type of editor can trace its roots to the first computer text editor written and is still by far the most powerful editor available.

Real Linux users don't use GUIs. No matter how popular, slick and sophisticated the interfaces become for Linux and UNIX, you'll always need to be able to navigate in a text editor. The vi editor is the original standard UNIX full screen editor. It's been around almost since UNIX began and it has changed very little. To get around the limitations of vi the people at Bram Moolenaar created the vim editor (the name stand for VI Improved). It contains many more features than the old vi editor including: help, multiple windows, syntax highlighting, programmer support, and HTML support. All of the books published to date focus on vi alone not the expanded vim shipping with every major Linux distribution. In true New Riders' form, the vim reference will be a definitive, concise reference for the professional Linux user and developer. This tutorial takes a task oriented approach allowing you to learn only the commands that make your job easier.

Carries readers from the beginning through the proficient stages of learning the GNU Emacs editor, covering everything from simple text editing to moderately complicated customization and programming. Original. (Advanced).

Writing GNU Emacs Extensions

Classic Shell Scripting

Learning GNU Emacs, Second Edition

GNU Emacs Pocket Reference

Selected Essays of Richard M. Stallman

An Introduction to Programming in Emacs Lisp

As an open operating system, Unix can be improved on by anyone and everyone: individuals, companies, universities, and more. As a result, the very nature of Unix has been altered over the years by numerous extensions formulated in an assortment of versions. Today, Unix encompasses everything from Sun's Solaris to Apple's Mac OS X and more varieties of Linux than you can count. The latest edition of this bestselling reference brings Unix into the 21st century. It's been reworked to keep current with the broader state of Unix in today's world and highlight the strengths of this operating system in all its various flavors. Detailing all Unix commands and options, the informative guide provides generous descriptions and examples that put those of the new features you'll find in Unix in a Nutshell, Fourth Edition: Solaris 10, the latest version of the SVR4-based operating system, GNU/Linux, and Mac OS X Bash shell (along with the 1988 and 1993 versions of ksh) tshc shell (instead of the original Berkeley csh) Package management programs, used for program installation on popular GNU/Linux systems, Solaris 10, and Mac OS X. Version 21 Introduction to source code management systems Concurrent versions system Subversion version control system GDB debugger As Unix has progressed, certain commands that were once critical have fallen into disuse. To that end, the book has also dropped material that is no longer relevant, keeping it taut and current. If you're a Unix user or programmer, this complete, up-to-date Unix reference. With chapter overviews, specific examples, and detailed command.

There's nothing that hard-core Unix and Linux users are more fanatical about than their text editor. Editors are the subject of adoration and worship, or of scorn and ridicule, depending upon whether the topic of discussion is your editor or someone else's. vi has been the standard editor for close to 30 years. Popular on Unix and Linux, it has a growing following of experienced system administrators cite vi as their tool of choice. And since 1986, this book has been the guide for vi. However, Unix systems are not what they were 30 years ago, and neither is this book. While retaining all the valuable features of previous editions, the 7th edition of Learning the vi and vim Editors has been expanded to include detailed information on the default version of vi on most Linux systems and on Mac OS X, and is available for many other operating systems too. With this guide, you learn text editing basics and advanced tools for both editors, such as multi-window editing, how to write both interactive macros and scripts to extend the editor, and power tools for programmers -- all in the easy-to-rol classic. Learning the vi and vim Editors includes: A complete introduction to text editing with vi. How to move around vi in a hurry Beyond the basics, such as using buffers vi's global search and replacement Advanced editing, including customizing vi and executing Unix commands How to make full use of vim: Extended text objects and more powerful regular expressions powerful vim scripts How to make full use of the GUI version of vim, called gvim vim's enhancements for programmers, such as syntax highlighting, folding and extended tags Coverage of three other popular vi clones -- nvi, elvis, and vile -- is also included. You'll find several valuable appendices, including an alphabetical quick reference to both vi and ex mode commands plus an updated appendix on vi and the Internet. Learning either vi or vim is required knowledge if you use Linux or Unix, and in either case, reading this book is essential. After reading this book, the choice of editor will be obvious for you too.

GNU Emacs is the most popular and widespread of the Emacs family of editors. It is also the most powerful and flexible. Unlike all other text editors, GNU Emacs is a complete working environment--you can stay within Emacs all day without leaving. Learning GNU Emacs, 3rd Edition tells readers how to get started with the GNU Emacs editor. It is a thorough guide to Emacs editor and, as you become more proficient, this book will help you learn how to use Emacs more effectively. It takes you from basic Emacs usage (simple text editing) to moderately complicated customization and programming.

This manual is a printed edition of the official Org mode documentation from the Org 9.0.1 distribution. Org mode is a powerful system for organizing projects, tasks and notes in the Emacs editor. It supports outline editing, hyperlinks, todo lists and task management, agendas, scheduling, deadlines, document formatting and publishing. Org mode stores all data in portable, simple integration with other text processing tools and support for revision-tracking and synchronization using any version control system. Org mode is free software and can be used in Emacs on all major operating systems.

Land of Lisp

A Guide to Unix Text Processing

GNU Emacs Manual

Unix Shell Programming

Software Engineering at Google

GNU Emacs LSP Reference Manual 1/2

Think your Mac is powerful now? Author Dave Taylor shows you how to get much more from your system by tapping into Unix, the robust operating system concealed beneath OS X's beautiful user interface. Mountain Lion puts more than a thousand Unix commands at your fingertips - for finding and managing files, remotely accessing your Mac from other computers, and using a variety of freely downloadable open source applications. Take a friendly tour of the Unix command line and 50 of the most useful utilities, and quickly learn how to gain real control over your Mac. Get your Mac to do exactly what you want, when you want Make changes to your Mac's filesystem and directories Use Unix's find, locate, and grep commands to locate files containing specific information Create unique "super-commands" to perform tasks that you specify Run multiple Unix programs and processes at the same time Install the X Window system and get a quick tour of the best X11 applications Learn how to take even greater advantage of Unix on your Mac

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Most of the GNU Emacs text editor is written in the programming language called Emacs Lisp. You can write new code in Emacs Lisp and install it as an extension to the editor. However, Emacs Lisp is more than a mere "extension language"; it is a full computer programming language in its own right. You can use it as you would any other programming language. Because Emacs Lisp is designed for use in an editor, it has special features for scanning and parsing text as well as features for handling files, buffers, displays, subprocesses, and so on. Emacs Lisp is closely integrated with the editing facilities; thus, editing commands are functions that can also conveniently be called from Lisp programs, and parameters for customization are ordinary Lisp variables. This manual attempts to be a full description of Emacs Lisp. For a beginner's introduction to Emacs Lisp, see An Introduction to Emacs Lisp Programming, by Bob Chassell, also published by the Free Software Foundation. This manual presumes considerable familiarity with the use of Emacs for editing; see The GNU Emacs Manual for this basic information. Generally speaking, the earlier chapters describe features of Emacs Lisp that have counterparts in many programming languages, and later chapters describe features that are peculiar to Emacs Lisp or relate specifically to editing. This is the GNU Emacs Lisp Reference Manual, corresponding to Emacs version 24.5. As Emacs Lisp became such a big project over the years, we had to split this reference manual in two parts that are two separate physical books. To keep it consistent with our digital manual, the references and page numbers cover both physical books as it were one. Therefore please note that you probably want to have both parts.

GNU Emacs is the most popular and widespread of the Emacs family of editors. It is also the most powerful and flexible. Unlike all other text editors, GNU Emacs is a complete working environment -- you can stay within Emacs all day without leaving. The GNU Emacs Pocket Reference is a companion volume to O'Reilly's Learning GNU Emacs, which tells you how to get started with the GNU Emacs editor and, as you become more proficient, it will help you learn how to use Emacs more effectively. This small book, covering Emacs version 20, is a handy reference guide to the basic elements of this powerful editor, presenting the Emacs commands in an easy-to-use tabular format.

Unix in a Nutshell

Lessons Learned From Programming Over Time

UNIX Text Editing and Programming

The Power of GNU Make For Building Anything

ORG MODE'S REF MANUAL

A Gentle Introduction to Symbolic Computation

Shell scripting skills never go out of style. It's the shell that unlocks the real potential of Unix. Shell scripting is essential for Unix users and system administrators a way to quickly harness and customize the full power of any Unix system. With shell scripts, you can combine the fundamental Unix text and file processing commands to crunch data and automate repetitive tasks. But beneath this simple promise lies a treacherous ocean of variations in Unix commands and standards. Classic Shell Scripting is written to help you reliably navigate these tricky waters.Writing shell scripts requires more than just a knowledge of the shell language, it also requires familiarity with the individual Unix programs: why each one is there, how to use them by themselves, and in combination with the other programs. The authors are intimately familiar with the tips and tricks that can be used to create excellent scripts, as well as the traps that can make your best effort a bad shell script. With Classic Shell Scripting you'll avoid hours of wasted effort. You'll learn to not only write useful shell scripts, but how to do it properly and portably.The ability to program and customize the shell quickly, reliably, and portably to get the best out of any individual system is an important skill for anyone operating and maintaining Unix or Linux systems. Classic Shell Scripting gives you everything you need to master these essential skills.

Emacs offers many features for writing programs and scripts in the Linux environment. This title is a reference for anyone interested in becoming more productive with Emacs. It explains how to get up and running and teaches readers how to customize their own programmes using Lisp. This manual is a printed edition of the official Org Mode 9.2 Reference Manual - release 9.2. A free PDF copy may be found at orgmode.org. Org is a mode for keeping notes, maintaining TODO lists, and project planning with a fast and effective plain-text system. It also is an authoring system with unique support for literate programming and reproducible research. Org is implemented on top of Outline mode, which makes it possible to keep the content of large files well structured. Visibility cycling and structure editing help to work with the tree. Tables are easily created with a built-in table editor. Plain text URL-like links connect to websites, emails, Usenet messages, BBBB entries, and any files related to the projects. Org develops organizational tasks around notes files that contain lists or information about projects as plain text. Project planning and task management makes use of metadata which is part of an outline node. Based on this data, specific entries can be extracted in queries and create dynamic agenda views that also integrate the Emacs calendar and diary. Org can be used to implement many different project planning schemes, such as David Allen's GTD system.

Besides covering the most recently released versions of GCC, this book provides a complete command reference, explains how to use the info online help system, and covers material not covered in other texts, including profiling, test coverage, and how to build and install GCC on a variety of operating system and hardware platforms. It also covers how to integrate with other GNU development tools, including automake, autoconf, and libtool.

Programming in Emacs Lisp

Learning the Vi and Vim Editors

"A Guide to the World's Most Extensible, Customizable Editor"--Cover. - Includes Index

Free Software, Free Society

GNU Emacs and XEmacs

Practical Common Lisp

Before the Internet became widely known as a global tool for terrorists, one perceptive U.S. citizen recognized its ominous potential. Armed with clear evidence of computer espionage, he began a highly personal quest to expose a hidden network of spies that threatened national security. But would the authorities back him up? Cliff Stoll's dramatic firsthand account is "a computer-age detective story, instantly fascinating [and] astonishingly gripping" (Smithsonian). Cliff Stoll was an astronomer-turned systems manager at Lawrence Berkeley Lab when a 75-cent accounting error alerted him to the presence of an unauthorized user on his system. The hacker's code name was "Hunter"—a mysterious invader who managed to break into U.S. computer systems and steal sensitive military and security information. Stoll began a one-man hunt of his own: spying on the spy. It was a dangerous game of deception, broken codes, satellites, and missile bases—a one-man sting operation that finally gained the attention of the CIA... and ultimately trapped an international spy ring fueled by cash, cocaine, and the KGB.

For many users, working in the Unix environment means using a full-screen text editor available on most Unix systems. Even those who knowvi often make use of only a small number of its features. Learning the vi Editors is a complete guide to text editing withvi. Topics new to the sixth edition include multiscreen editing and coverage of fourclonesvim,elvis,nvi, andviand their enhancements too, such as multi-window editing, GUI interfaces, extended regular expressions, and enhancements for programmers. A new appendix describesvi's place in the Unix and Internet cultures. Quickly learn the basics of editing, cursor movement, and global search and replacement. Then take advantage of the more subtle power ofvi. Extend your editing skills by learning to use a powerful line editor, from withinvi. For easy reference, the sixth edition also includes a command summary at the end of each appropriate chapter. Topics covered include: Basic editing Moving around in a hurry Beyond the basics Greater power with Global search and replacement CustomizingviandX Command shortcuts Introduction to theviaddons Thervi,elvis,vim, andviEditors Quick reference toviandxcommands viand the Internet

In this book, Harley Hahn demystifies Emacs for programmers, students, and everyday users. The first part of the book carefully creates a context for your work with Emacs. What exactly is Emacs? How does it relate to your personal need to work quickly and to solve problems? Hahn then explains the technical details you need to understand to work with your operating system, the various interfaces, and your file system. In the second part of the book, Hahn provides an authoritative guide to the fundamentals of thinking and creating within the Emacs environment. You start by learning how to install and use Emacs with Linux, BSD-based Unix, or Microsoft Windows. Written with Hahn's clear, comfortable, and engaging style, Harley Hahn's Emacs Field Guide will surprise you: an engaging book to enjoy now, a comprehensive reference to treasure for years to come. What You Will Learn Special Emacs keys Emacs commands Buffers and windows Cursor, point, and region Kill/delete, move/copy, correcting, spell checking, and filling Searching, including regular expressions Emacs major modes and minor modes Customizing using your .emacs file Built-in tools, including Dired Games and diversions Who This Book Is For Programmers, students, and everyday users, who want an engaging and authoritative introduction to the complex and powerful Emacs working environment.

The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

Managing Projects with GNU Make

CUCKOO'S EGG

Harley Hahn's Emacs Field Guide

The Definitive Guide to GCC

Clojure for the Brave and True

Vi Improved, Vim

This guide aims to simplify Emacs by organizing the program by function and platform. It not only teaches GNU Emacs but also the basics of other forms, such as XEmacs. The CD-ROM features extra tools including a FAQ section, source/binaries for Emacs, and quick reference cards.

Learning GNU Emacs (NoSty Media, Inc.)

O'Reilly's Pocket Guides have earned a reputation as inexpensive, comprehensive, and compact guides that have the stuff but not the fluff. Every page of Linux Pocket Guide lives up to this billing. It clearly explains how to get up to speed quickly on day-to-day Linux use. Once you're up and running, Linux Pocket Guide provides an easy-to-use reference that you can keep by your keyboard for those times when you want a fast, useful answer, not hours in the man pages.Linux Pocket Guide is organized the way you use Linux: by function, not just alphabetically. It's not the 'bible of Linux: it's a practical and concise guide to the options and commands you need most. It starts with general concepts like files and directories, the shell, and X windows, and then presents detailed overviews of the most essential commands, with clear examples. You'll learn each command's purpose, usage, options, location on disk, and even the RPM package that installed it.The Linux Pocket Guide is tailored to Fedora Linux—the latest spin-off of Red Hat Linux—but most of the information applies to any Linux system.Throw in a host of valuable power user tips and a friendly and accessible style, and you'll quickly find this practical, to-the-point book a small but mighty resource for Linux users.

Essay Collection covering the point where software, law and social justice meet.

GNU Emacs

GNU Emacs 9.2 Reference Manual

Mastering Emacs

The Craft of Text Editing

A Desktop Quick Reference - Covers GNU/Linux, Mac OS X, and Solaris

The Art of UNIX Programming

GNU Emacs is the most popular and widespread of the Emacs family of editors. It is also the most powerful and flexible. Unlike all other text editors, GNU Emacs is a complete working environment--you can stay within Emacs all day without leaving. Learning GNU Emacs , 3rd Edition tells readers how to get started with the GNU Emacs editor. It is a thorough guide that will also "grow" with you: as you become more proficient, this book will help you learn how to use Emacs more effectively. It takes you from basic Emacs usage (simple text editing) to moderately complicated customization and programming.The third edition of Learning GNU Emacs describes Emacs 21.3 from the ground up, including new user interface features such as an icon-based toolbar and an interactive interface to Emacs customization. A new chapter details how to install and run Emacs on Mac OS X, Windows, and Linux, including tips for using Emacs effectively on those platforms. Learning GNU Emacs , third edition, covers: How to edit files with Emacs Using the operating system shell through Emacs How to use multiple buffers, windows, and frames Customizing Emacs interactively and through startup files Writing macros to circumvent repetitious tasks Emacs as a programming environment for Java, C++, and Perl, among others Using Emacs as an integrated development environment (IDE) Integrating Emacs with CVS, Subversion and other change control systems for projects with multiple developers Writing HTML, XHTML, and XML with Emacs The basics of Emacs Lisp The book is aimed at new Emacs users, whether or not they are programmers. Also useful for readers switching from other Emacs implementations to GNU Emacs.

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Window support, and correct bindings for most standard keys. GNU&S, a Usenet newsreader, and ange-ftp mode, a transparent interface to the file transfer protocol, are also described. Learning GNU Emacs, second edition, covers: Using Emacs as an Internet Toolkit (to use electronic mail and Usenet news, telnet to other computers, retrieve files using FTP, browse the World Wide Web, and auto Web documents) Emacs' rich, comprehensive online help facilities How to edit files with Emacs Using Emacs as a "shell environment" How to take advantage of "built-in" formatting features How to use multiple buffers, Emacs windows, and X Windows Customizing Emacs The Emacs interface to the X Window System, which allows you to use a mouse and pop-up menus Why&S how&S of writing macros to circumvent repetitious tasks Emacs as a programming environment The basics of Emacs Lisp How to get Emacs The book is aimed at new Emacs users, whether or not they are programmers. Also useful for readers switching from other Emacs implementations to GNU Emacs. GNU Emacs is much more than a word processor; over the years it has expanded into and entire workflow environment. Programmers are impressed by its integrated debugging and project management features. Emacs is also a multi-lingual word processor, can handle all your email and Usenet news needs, display web pages, and even has a diary and a calendar for your appointments. When you tire of all of the work you can accomplish with it, Emacs contains games to play.Features include:
* Special editing modes for 25 programming languages including Java, Perl, C, C++, Objective C, Fortran, Lisp, Scheme, and Pascal.
* Special scripting language modes for Bash, other common shells, and creating Makefiles for GNU/Linux, Unix, Windows/DOS and VMS systems
* Support for typing and displaying in 21 non-English languages, including Chinese, Czech, Hindi, Hebrew, Russian, Vietnamese, and all Western European languages
* Creates Postscript output from plain text files and has special editing modes for LaTeX and TeX
* Compile and debug from inside Emacs
* Maintain extensive ChangeLogs
* Extensive file merge and diff functions
* Directory navigation: flag, move, and delete files and sub-directories recursively
* Run shell commands from inside Emacs, or even use Emacs as a shell itself (Eshell)
* Version control management for release and beta versions, with CVS and RCS integration.
* And much more!

Most of the GNU Emacs integrated environment is written in the programming language called Emacs Lisp. The code written in this programming language is the software (the sets of instructions) that tell the computer what to do when you give it commands. Emacs is designed so that you can write new code in Emacs Lisp and easily install it as an extension to the editor. This introduction to Emacs Lisp is designed to get you started: to guide you in learning the fundamentals of programming, and more importantly, to show you how you can teach yourself to go further. This manual is available online for free at gnu.org. This manual is printed in grayscale.

Unix Power Tools

Learning the Bash Shell

Emacs for the Modern World

An Introduction

Sams Teach Yourself Emacs in 24 Hours

Editor Customizations and Creations with Lisp

Lisp has been hailed as the world's most powerful programming language, but its cryptic syntax and academic reputation can be enough to scare off even experienced programmers. Those dark days are finally over—Land of Lisp brings the power of functional programming to the people! With his brilliantly quirky comics and out-of-this-world games, longtime Lisper Conrad Barski teaches you the mysteries of Common Lisp. You'll start with the basics, like list manipulation, I/O, and recursion, then move on to more complex topics like macros, higher order programming, and domain-specific languages. Then, when your brain overheats, you can kick back with an action-packed comic book interlude! Along the way you'll create (and play) games like Wizard Adventure, a text adventure with a whiskey-soaked twist, and Grand Theft Wumpus, the most violent version of Hunt the Wumpus the world has ever seen. You'll learn to:
-Master the quirks of Lisp's syntax and semantics
-Write concise and elegant functional programs
-Use macros, create domain-specific languages, and learn other advanced Lisp techniques
-Create your own web server, and use it to play browser-based games
-Put your Lisp skills to the test by writing brain-melting games like Dice of Doom and Orc Battle With Land of Lisp, the power of functional programming is yours to wield.
"This book introduces Emacs Lisp and tells you how to make the editor do whatever you want, whether it's altering the way text scrolls or inventing a whole new "major mode." Topics progress from simple to complex, from lists, symbols, and keyboard commands to syntax tables, macro templates, and error recovery"--Resource description page.

O'Reilly's bestselling book on Linux's bash shell is at it again. Now that Linux is an established player both as a server and on the desktop Learning the bash Shell has been updated and refreshed to account for all the latest changes. Indeed, this third edition serves as the most valuable guide yet to the bash shell. As any good programmer knows, the first thing users of the Linux operating system come face to face with is the shell the UNIX term for a user interface to the system. In other words, it's what lets you communicate with the computer via the keyboard and display. Mastering the bash shell might sound fairly simple but it isn't. In truth, there are many complexities that need careful explanation, which is just what Learning the bash Shell provides.If you are new to shell programming, the book provides an excellent introduction, covering everything from the most basic to the most advanced features. And if you've been writing shell scripts for years, it offers a great way to find out what the new shell offers. Learning the bash Shell is also full of practical examples of shell commands and programs that will make everyday use of Linux that much easier. With this book, programmers will learn: How to install bash as your login shell The basics of interactive shell use, including UNIX file and directory structures, standard I/O, and background jobs Command line editing, history substitution, and key bindings How to customize your shell environment without programming The nuts and bolts of basic shell programming, flow control structures, command-line options and typed variables Process handling, from job control to processes, coroutines and subshells Debugging techniques, such as trace and verbose modes Techniques for implementing system-wide shell customization and features related to system security

By its very nature, Unix is a "power tools" environment. Even beginning Unix users quickly grasp that immense power exists in shell programming, aliases and history mechanisms, and various editing tools. Nonetheless, few users ever really master the power available to them with Unix. There is just too much to learn! Unix Power Tools, Third Edition, literally contains thousands of tips, scripts, and techniques that make using Unix easier, more effective, and even more fun. This book is organized into hundreds of short articles with plenty of references to other sections that keep you flipping from new article to new article. You'll find the book hard to put down as you uncover one interesting tip after another. With the growing popularity of Linux and the advent of Mac OS X, Unix has metamorphosed into something new and exciting. With Unix no longer perceived as a difficult operating system, more and more users are discovering its advantages for the first time. The latest edition of this best-selling favorite is loaded with new security and Internet every aspect of Unix, covering all the new technologies that users need to know. In addition to vital information on Linux, Mac OS X, and BSD, Unix Power Tools, Third Edition, now offers more coverage of bash, zsh, and new shells, along with discs, and new shells, along with discussions about modern utilities and applications. Several sections focus on desktop and Internet access, and there is a new chapter on access to Unix from Windows, addressing the heterogeneous nature of systems today. You'll also find expanded coverage of software installation and packaging, as well as basic information on Perl and Python. The book's accompanying web site provides some of the best software available to Unix users, which you can download and add to your own set of power tools. Whether you are a newcomer or a Unix power user, you'll find yourself thumbing through the gold mine of information in this new edition of Unix Power Tools to add to your store of knowledge. Want to try something new? Check this book first, and you're sure to find a tip or trick that will prevent you from learning things the hard way.

Hidden Commands that Unlock the Power of Unix

GNU Emacs Manual 26.1

Learn the Ultimate Language and Become a Better Programmer

Learning the Vi Editor

Linux Pocket Guide

Going Deep With the Terminal and Shell

For weeks, months—nay!—from the very moment you were born, you've felt it calling to you. At long last you'll be united with the programming language you've been longing for: Clojure! As a Lisp-style functional programming language, Clojure lets you write robust and elegant code, and because it runs on the Java Virtual Machine, you can take advantage of the vast Java ecosystem. True offers a "dessert-first" approach: you'll start playing with real programs immediately, as you steadily acclimate to the abstract but powerful features of Lisp and functional programming. Inside you'll find an offbeat, practical guide to Clojure, filled with quirky sample programs that catch cheese thieves and track glittery vampires. Learn how to:
-Wield Clojure's rich development --Write macros to modify Clojure itself
-Use Clojure's tools to simplify concurrency and parallel programming Clojure for the Brave and True assumes no prior experience with Clojure, the Java Virtual Machine, or functional programming. Are you ready, brave reader, to meet your true destiny? Grab your best pair of parentheses—you're about to embark on a journey!

Learning GNU Emacs