

**Selectors**

## Code

|                     |                   |
|---------------------|-------------------|
| argument            | keyword parameter |
| argument list       | lambda            |
| assert              | list              |
| assignment          | method            |
| assignment variable | parameter         |
| assignment value    | parameter list    |
| body                | parent            |
| break               | parent list       |
| call                | pass              |
| class               | property          |
| condition           | return            |
| decorator           | return value      |
| else                | set               |
| else if             | statement         |
| finally             | string            |
| for                 | try               |
| function            | tuple             |
| generator           | with context      |
| if                  | with variable     |
| import              | while             |
| keyword argument    |                   |

## Text

character  
block  
file  
line  
phrase <text>  
term  
word

**Actions**

delete <selector>  
copy <selector>  
cut <selector>  
change <selector>  
type <text>  
paste  
indent  
dedent

**Navigation**

up  
down  
left  
right  
go to <selector>  
next <selector>  
previous <selector>  
{first,second,...} <selector>  
<selector> {one,two,...}  
phrase <text>

**Editor Controls**

undo  
redo  
save  
open <filename>  
new tab  
next tab  
previous tab  
close tab  
tab {one,two,...}  
split {up,down,left,right}  
close window  
repeat  
up  
down  
left  
right

**Add Commands**

## Programming Languages

add <expression>  
add argument <identifier>  
add catch <expression>  
add <modifiers> class <identifier>  
add comment <text>  
add decorator <expression>  
add else if <expression>  
add else <body>  
add <modifiers> enum <identifier>  
add except <expression>  
add extends <identifier>  
add finally <expression>  
add for <item> in <list>  
add <modifiers> <type> function <identifier>  
add if <condition>  
add implements <identifier>  
add <modifiers> <type> method <identifier>  
add parent <identifier>  
add print <expression>  
add raise <identifier>  
add return value <expression>  
add throw <identifier>  
add try <body>  
add while <condition>

## HTML/CSS

add attribute <expression>  
add empty tag <identifier>  
add ruleset <expression>  
add tag <identifier>

**Enclosures**

of <text>  
in brackets <text>  
in angle brackets <text>  
in braces <text>  
in quotes <text>  
in underscores <text>

**Symbols**

{left,right} paren  
{left,right} bracket  
{left,right} brace  
less than  
greater than  
equal  
less than or equal to  
greater than or equal to  
double equal  
not equal  
quote  
double quote  
triple quote  
and  
or  
comma  
colon  
dot  
underscore  
semicolon  
bang, not  
negative, minus  
plus  
times, star  
slash, divided by  
hash  
caret  
tilde  
percent, mod  
dollar  
question mark  
ampersand  
pipe

**Text Styles**

capital  
camel case  
pascal case  
all caps  
underscores