

Shell History

What You Will Learn

- Shell history

Comments

Octothorpe.
Hash, square, pound sign, or number sign.
This symbol precedes comments.

Demo - comments

Shell History

`history` Display a list of commands in the shell history.

`!N` Repeat command line number N.

`!!` Repeat the previous command line.

`!string` Repeat the most recent command starting with "string."

Demo - shell history

HISTSIZE

`HISTSIZE` The number of commands to keep in the command history. Defaults to 500.

Reverse Command History Search

`Ctrl-r` Reverse search.
Search for commands in your shell history.

Demo - reverse search

Tab Completion

Tab - Autocompletes commands and filenames.

Demo - tab

Shell Command Line Editing

Shell	Emacs Mode	Vi Mode	Default Mode
bash	set -o emacs	set -o vi	emacs
ksh	set -o emacs	set -o vi	none
tcsh	bindkey -e	bindkey -v	emacs
zsh	bindkey -e	bindkey -v	emacs
zsh	set -o emacs	set -o vi	emacs

Emacs Mode

<code>Ctrl-b</code>	Move cursor to the left (back)
<code>Ctrl-f</code>	Move cursor to the right (forward)
<code>Ctrl-p</code>	Up (Previous command line)
<code>Ctrl-n</code>	Down (Next command line)
<code>Ctrl-e</code>	Move to the end of the line
<code>Ctrl-a</code>	Move to the beginning of the line

Emacs Mode

`Esc Esc`

Escape completion.

Like tab completion.

`Ctrl-x Ctrl-e`

Edit the current command line in the editor defined by the `$EDITOR` environment variable.

Vi Mode

- `Esc` Enter command mode.
- `h` Move cursor left
- `k` Up (Previous command line)
- `j` Down (Next command line)
- `l` Move cursor right
- `$` Move to the end of the line
- `^` Move to the beginning of the line

Vi Mode

- \ Vi style file completion.
Like tab completion.
- v Edit the current command line in the editor defined by the \$EDITOR environment variable.

Vi Mode

- i Enter insert mode at current location.
- a Append text at current location.
- A Append text at end of line.
- I Prepend text to start of line.

Dealing with Long Shell Commands

\ Line continuation character.

Demo - line continuation
