{···}

add_history()

> **?** `add_history` makes a deep copy of parameter "string", it's safe to free "string" afterwards.

The `add_history()` function is used to add a string to readline()'s history. It's defined in the "readline/history.h" system header.

- Appends "string" to readline()'s internal history list
- Enables history navigation (e.g. using arrow keys to recall past inputs)
- Empty strings or duplicate consecutive entries are ignored by default
- The history is lost when the program exits unless explicitly saved
  - Save it manually in an external file
- The history size should be controlled

```c
#include <readline/history.h>

// "string" is the input line to add to the history
//        e.g. a command typed by the user
void add_history(const char *string);

// the library must be linked during compilation
cc program.c -o program -l readline
```

Example Usage

```c
#include <readline/readline.h>
#include <readline/history.h>
#include <stdlib.h>

int main(void)
{
    char *input;

    input = readline(">> ");
    if (input)
    {
        add_history(input);
        free(input);
    }
    return (0);
}
```