```cpp
#include <memory>
#include <string>
#include <iostream>

using std::string;


class History {

  static std::unique_ptr<History> singleton;
  string content="";

  History()=default;

public:

  static History &get() {
    if ( not History::singleton ) {
      singleton = std::unique_ptr<History>(new History());
    } return *singleton;
  }

  void add(string s) { this->content += s + "\n"; }
  void display() const { std::cout << this->content << std::endl; }

};

std::unique_ptr<History> History::singleton = nullptr;


int main() {
  History::get().add("Start Main");

  History &history = History::get();
  history.add("History has been get");

  History::get().add("End of Main");
  history.display();
  return 0;
}
```