# Readline Ninja Skills

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Colorado School of Mines Linux Users Group

- A library for interactive line editing that your shell probably uses.
- Responsible for things like tab completion, history expansion and all of those useful keystrokes
- Readline saves you keystrokes.
- Some readline things can make you look like a total ninja.
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### History

Readline can track your history, most shells let you use the history builtin to view your history.

You can navigate your history using the up and down keys.

# Tab completion

Most of us already know what this and would die without it.

#### • ! - begin history expansion

- !! refer to the last command
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- $\blacksquare$  !-n refer to the current command minus r.
- !# refer to the current command you are typing
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 vim !-2:\$ - edit the file that is the last argument of two commands ago

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## **Editing Modes**

Readline provides editing modes similar to vi and emacs. Learn one and learn to love it. Most shells and programs have emacs as the default.

## History Incremental Search

```
<C-r> (vi: <Esc>/) brings you to an search of your history. 
<C-s> will reverse the direction of your search (You may need to stty -ixon).
```

# C/C++ Readline Library

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

char * readline(const char *prompt);
```

Allocates memory to read a line, reads it from standard input (displaying prompt as the prompt line). Returns the line you read. You really should free the memory it allocated.

```
void using_history(void);
```

Must be called before using history features.

```
int read_history(const char *filename);
int write_history(const char *filename);
For reading/writing saved history. Returns non-zer
sets errno.
woid add_history(const char *line);
Add a line to the history.
```

```
for (int i = 1; *histlst; i++, histlst++)
printf("%d %s\n", i, (*histlst)->line)
```

List history.

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Add a line to the history.

HIST_ENTRY ** histlst = history_list();
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List history.
```

## History Expansion (for free!)

```
int history_expand(char *string, char **output);
```

Expand string, placing the result into output, a pointer to a string. Returns:

- 0 If no expansions took place
- 1 If expansions did take place
- -1 If there was an error in expansion
- 2 If the line should be displayed, but not executed (:p) If an error occurred in expansion, then output contains a descriptive error message.

## A Complete Example

```
#include <stdio.h>
      #include <stdlib.h>
      #include <unistd.h>
      #include <sys/wait.h>
      #include <readline/readline.h>
      #include <readline/history.h>
 8
      int main(void) {
9
          char *line = NULL, *expn = NULL;
10
          int status:
11
          using_history();
12
          for (::) {
13
              free(line), free(expn);
14
              line = readline("prompt> ");
15
              if (!line) return 0; /* ^D to exit */
16
              int expn_result = history_expand(line, &expn);
17
              if (expn_result) puts(expn);
18
              add_history(expn);
19
              if (expn result == 0 || expn result == 1) {
20
                  int pid = fork();
21
                  if (pid < 0) return 1;
22
                  if (pid == 0) {
23
                      char ** arg = history_tokenize(expn);
24
                      execvp(*arg, arg);
25
                      return 1;
26
27
                  waitpid(pid, &status, 0);
28
29
30
          return 0:
31
```

- 1 man 3 readline
- 2 man 3 history
- 3 RTFM
- 4 RTFV
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