

```
1: #include <SFML/System.hpp>
2: #include <iostream>
3: #include <vector>
4: #include <string>
5:
6: using namespace std;
7: using namespace sf;
8:
9: class ED {
10: public:
11:     ED(string a, string b);
12:
13:     int penalty(char a, char b);
14:     int min(int a, int b, int c);
15:     int OptDistance();
16:     string Alignment();
17:     int getCost();
18:
19:     ~ED();
20:
21: private:
22:     string x, y;
23:     int M, N, cost;
24:     int** opt;
25:
26: };
```