**Assignment Title:**

**"Text Editor with Undo/Redo Feature using Stack"**

**Real-World Problem Statement:**

Design a **simple text editor simulation** that supports the user typing text and provides **Undo** and **Redo** operations. This is a **classic real-time use case of Stack**, where the **Undo stack** stores the previous states and the **Redo stack** stores reverted states.

**Functional Requirements (Menu Options):**

Build a console-based application using Java with the following options:

1. **Type Text**
   * Add new text to the document. (Push current state to Undo Stack.)
2. **Undo Last Change**
   * Revert to the previous state by popping from the Undo stack and pushing to the Redo stack.
3. **Redo Last Undo**
   * Restore the state by popping from the Redo stack and pushing back to the Undo stack.
4. **View Current Document**
5. **Exit**

**Technical Requirements:**

* Use:
  + Stack<String> undoStack = new Stack<>();
  + Stack<String> redoStack = new Stack<>();
  + String currentText = "";
* Use Scanner for input.
* Key methods: push(), pop(), peek(), empty()