

```
1: #include <iostream>
2: #include <cstring>
3: #include <SFML/System.hpp>
4:
5: #include "EDistance.hpp"
6:
7: using namespace std;
8:
9: int main() {
10:
11:     // Clock
12:     sf::Clock clock;
13:     sf::Time t;
14:
15:
16:     string String1;
17:     string String2;
18:
19:     // Get input
20:     cin >> String1;
21:     cin >> String2;
22:
23:     // Initialize my class, all math done in constructor and sets relevant
24:     // member variables
25:     EDistance output(String1, String2);
26:
27:
28:     // Get desired output
29:     cout << "Edit distance = " << output.getEditDistance() << endl;
30:     cout << output.getEditString() << endl;
31:
32:     t = clock.getElapsedTime();
33:     cout << "Execution time is " << t.asSeconds() << " seconds." << endl;
34:
35:     return 0;
36: }
```