

# DSA PROJECT

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```
#include <iostream>
```

```
#include <stack>
#include <string>
using namespace std;
class TextEditor {
private:
    string text;
    stack<string> undoStack;
    stack<string> redoStack;
public:
    TextEditor() { text =
        " ";
    }
    void insert(char c) {
```

```
undoStack.push(text);  
text += c;  
while  
(!redoStack.empty())  
redoStack.pop(); }  
void remove() {  
if (!text.empty()) {  
undoStack.push(text);  
text.pop_back();  
while  
(!redoStack.empty())  
redoStack.pop();  
}  
}  
void undo() {  
if (!undoStack.empty())  
{  
redoStack.push(text);  
text = undoStack.top();  
undoStack.pop();  
}
```

```
}  
void redo() {  
    if (!redoStack.empty())  
    {  
        undoStack.push(text);  
    }  
}  
int main()  
{  
    text = redoStack.top();  
    redoStack.pop();  
}  
}  
  
void display() const {  
    cout << "Text: " << text  
    << endl;  
};  
};  
  
int main() {  
    TextEditor editor;  
    editor.insert('H');  
    editor.insert('e');  
    editor.insert('I');  
    editor.insert('I');
```

```
editor.insert('o');  
editor.display();  
editor.remove();  
editor.display();  
editor.undo();  
editor.display();  
return 0;  
}
```