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1: // Copyright 2023 Thomas O'Connor
2: #include "EDistance.hpp"
3:
4: int main(int argc, char* argv[]) {
5:     string stringA, stringB;
6:     std::cin >> stringA;
7:     std::cin >> stringB;
8:     // start a clock before edit distance is computed
9:     sf::Clock clock;
10:    sf::Time t;
11:    // create the object and compute the distance
12:    EDistance a(stringA, stringB);
13:    cout << "Edit distance = " << a.optDistance() << endl;
14:    cout << a.alignment();
15:    // a.printMatrix();
16:    // print elapsed time
17:    t = clock.getElapsedTime();
18:    cout << "Execution time is " << t.asSeconds() << " seconds \n";
19:
20:    return 0;
21: }
```