```
 1: // Angel Zheondre Calcano
 2: // PS4
 3:
 4: #ifndef _a
 5: #define _a
 6:
 7: #include <string>
 8: #include <iostream>
 9:
10: using namespace std;
11:
12: class Edist{
13:
14:    string a, b ;
15:    int maxCL, maxRL ;
16:    int** opt ;
17:
18: public :
19:
20:    Edist( string x, string y ): a(x), b(y) {
21:      int i, j ;
22:      maxCL = a.size() + 1 ;
23:      maxRL = b.size() + 1 ;
24:
25:      opt = new int*[maxRL] ;
26:
27:      for( i = 0 ; i < maxRL ; i++ )
28:        opt[i] = new int[maxCL] ;
29:
30:      for( i = 0 ; i < maxRL ; i++ )
31:        for( j = 0 ; j < maxCL ; j++ )
32:          opt[i][j] = -1 ;
33:    } ;
34:
35:    ~Edist(){
36:      delete opt ;
37:    }
38:    int penalty( char a, char b) ;
39:    int min( int x, int y, int z ) ;
40:    int OptDistance() ;
41:    int Alignment(int x, int y) ;
42:    // make sure to delete 2d array in deconstructor..

43: } ;
44:
45: #endif
```