# Algorithm for insertion, detailed:

* editBufferCounter points to an empty position in the edit buffer by default
* editBuffer[editBufferCounter] = character to be inserted
  + We always have to do this since an insert operation requires the character to be stored in the buffer
* Now we get the node where the insertion is to take place
  + currentNode = getNodeFromOffset(position)
* We check if the node represents an area in the edit buffer
  + If yes:
    - We check if the position is at the boundary,
    - i.e, (getLogicalPosition(currentNode) +   
      currentNode->length – 1 ) == position
      * If yes:
        + We simply increase length of the given Node (currentNode->length++)
      * If no:
        + We perform an insertion to the list
  + If no:
    - We perform an insertion to the list
* After the insertion is completed, we then increment editBufferCounter so that it always points to the next position inside the edit buffer

Some Terms:

* Logical Poisition:
  + The position of the first character of the node