```cpp
 1: #include "Editdistance.hpp"
 2: #include <SFML/System.hpp>
 3:
 4: int main(int argc, char* argv[])
 5: {
 6:   sf::Clock clock;
 7:   sf::Time t;
 8:   std::string test_1, test_2, align;
 9:
10:   std::cin >> test_1;
11:   std::cin >> test_2;
12:
13:   EditDistance ED(test_1, test_2);
14:
15:   int opt = ED.OptDistance();
16:
17:   std::cout << "Edit distance = " << opt << std::endl;
18:
19:   align = ED.Alignment();
20:
21:   std::cout << align;
22:
23:   t = clock.getElapsedTime();
24:
25:   std::cout << "Execution time is: " << t.asSeconds() << std::endl;
26:
27:   return 0;
28: }
```