```
 1: #ifndef EDITDISTANCE_HPP
 2: #define EDITDISTANCE_HPP
 3:
 4: #include <string>
 5: #include <vector>
 6: #include <iostream>
 7:
 8: class EditDistance
 9: {
10:  public:
11:   EditDistance(std::string string_1, std::string string_2);
12:   ˜EditDistance();
13:   int penalty(char a, char b);
14:   int min(int a, int b, int c);
15:   int OptDistance();
16:   std::string Alignment();
17:
18:  private:
19:   std::vector< std::vector< int > > data;
20:   std::string x, y;
21: };
22: #endif
```