changes:

1. moved enum to its own file and added enum Action for use with Command
   1. Action has UP, DOWN, RIGHT, LEFT, DEL\_CHAR, DEL\_LINE
   2. Added to KeyCode: UNDO = ‘q’, INSERT\_BELOW = ‘o’, INSERT\_ABOVE = ‘O’
2. added Command class:
   1. has string \_change and has Action \_action
   2. has 3 constructors:
      1. default - does nothing but needed to run
      2. takes Action, sets \_action to argument received
      3. takes action and string, sets \_command and \_action
   3. has get and set for command
3. added undo function in XIEditor:
   1. can undo up, down, left, & right, del\_line,
4. changed stayInText to bool (might use to track when cursor didn’t move so program knows not to push action to stack)
5. added usedLines variable:
   1. deleteLine now no longer resizes the array but only decrements usedLines, and…
   2. printLines has been changed to print by usedLines instead of capacity
   3. resize has i < usedLines in loop copying to temp also, and resize sets usedLines to however many items were copied
6. moved blocks of code for moving left and code for moving right into their own respective functions
7. added insertLine in XIEditor: takes string to insert and line to insert on. Pushes current line down.
8. Added and changed cases in userInput:
   1. Pressing ‘x’ when on an empty string calls deleteLine (also pushes correct action)
   2. Added case for INSERT\_ABOVE which inserts an empty string above caret
   3. Added case for UNDO

known issues: trying to go up at start of program wont work, but pressing undo will still send you down.