```cpp
Editor::Editor(sf::RenderWindow *window, sf::Event *event, Document *doc)
    : window(window), event{event}, doc{doc}
// dynamically create new classes
// allocate to the heap using the new keyword
    ,textBox{new TextBox{window, sf::Vector2f{0.f, 0.f},
                        sf::Vector2f{(float)window->getSize().x,// Starting position x
                                    (float)window->getSize().y - 25}, // starting position y
                        "../resource/fonts/arial.ttf", 20, sf::Color(171, 178, 191, 255), // font, font colour and font colour
                        sf::Color(40, 44,52, 255), 5}}, // background colour
    cbox{new CmdBox{window,
                    sf::Vector2f{0.f, (float)window->getSize().y - 25},
                    sf::Vector2f{(float)window->getSize().x, 25},
                    "../resource/fonts/arial.ttf", 20, sf::Color(171, 178, 191, 255),
                    sf::Color(40,44,52,255), 5}},
    kb{window, doc, textBox->getSize()}
{}
```