```
// testing purposes, check if the values are correct
fmt::print("{}, {}\n", textBox.>getPos().x, textBox.>getPos().y);
fmt::print("{}, {}\n", textBox.>getSize().x, textBox.>getSize().y);
tb.setTextEntered(doc->readFile()); // get the file information
fmt::print(*file info: {}*, doc->readFile());
   bool keyPressed(false);
  hile (window->isOpen()) {
while (window->pollEvent(*event)) {
    switch (event->type) {
    case sf::Event:(Closed: // check if the window has been closed
    window->close();
}
      // handle the key events
kb.handleKeyEvent(*event);
kb.handleCndKeyEvent(*event);
   // if text is entered me update the documnt buffer information
    if (kb.isTextEntered()) {
    doc->setChange();
    textBox>setString(kb.getTextEntered());
    doc->setBuffInfo(kb.getTextEntered().c_str());
   if (kb.isCndTextEntered()) {
    dox>setString(kb.getCndTextEntered() + "-");
    if (kb.getCndTextEntered() -= "open") {
        fnt::print("open says me\n");
    }
}
   // check if LControl and R are pressed so we can run the executable
if(bb.isKeyPressed(sf::Keyboard::LControl) && kb.isKeyPressed(sf::Keyboard::R) && (keyPressed){
    std::system(run.c_str());
    std::system(run.c_str());
   )
else if(!kb.isKeyPressed(sf::Keyboard::LControl) && !kb.isKeyPressed(sf::Keyboard::R) && keyPressed)
keyPressed = false;
   // check if LControl and A are pressed so we can match the patterns
if(kb.isKeyPressed(sf::Keyboard::LControl) && kb.isKeyPressed(sf::Keyboard::A) && !keyPressed){
         regexPatternMatchin();
        e if(|kb.isKeyPressed(sf::Keyboard::LControl) && |kb.isKeyPressed(sf::Keyboard::A) && keyPressed) keyPressed = false;
   ilse if(lkb.isKeyPressed(sf::Keyboard::Down) && lkb.isKeyPressed(sf::Keyboard::LControl) && keyPressed\
keyPressed = false;
   e if(!kb.isKeyPressed(sf::Keyboard::Up) && !kb.isKeyPressed(sf::Keyboard::LControl) && keyPressed)
keyPressed = false;
   // Check if S and LControl are pressed to save the file
if (kb.isKeyPressed(sf::Keyboard::S) &&
    kb.isKeyPressed(sf::Keyboard::LControl) && !keyPressed) {
              doc.ygetRelPath().empty()){
std::string filename;
fmt::print(*Enter a file name: *);
std::cin >> filename;
                     >createFile(filename);
         fmt::print("File has saved\n");
               >saveFile()
     lse if (!kb.isKeyPressed(sf::Keyboard::S) && !kb.isKeyPressed(sf::Keyboard::LControl) && keyPressed)
    keyPressed = false;
   textBox.>setPosition(camera.getCenter() - camera.getSize() *0.5f); // keeps the background rectangle in frame
mindow.>clear(sf:(color::Transparent);
mindow.>dram(*textBox);
mindow.>dram(*textBox);
mindow.>setView(camera); // set the view
mindow.>display(); // put everything on the screen
```

void Editor::dram() {