```cpp
 1: // Copyright 2020 Michael Zogin
 2: #include "ED.h"
 3: #include <SFML/System.hpp>
 4: #include <fstream>
 5: #include <string>
 6:
 7: int main(int argc, char* argv[]) {
 8:   sf::Clock clock;  // starts automatically
 9:   // sf::Time t;
10:
11:   auto getTime = [&](sf::Clock c){ sf::Time t = clock.getElapsedTime();
12:     return t.asSeconds();
13:   };
14:
15:   string string1, string2;
16:   std::cin >> string1 >> string2;  // read the two strings and make the obj
17:
18:   ED ed(string1, string2);
19:
20:   int dist = ed.OptDistance();
21:
22:   string alignment = ed.Alignment();
23:
24:   std::cout << "Edit distance: " << dist << "\n";
25:
26:   std::cout << alignment;
27:
28:   // t = clock.getElapsedTime();
29:
30:   std::cout << "Execution time: " << getTime(clock) << " seconds \n";
31:   return 0;
32: }
```