```c
#include <stdio.h>
#include <string.h>

char editor[100];
size_t cursorPos, len;

void moveCurLeft(){
    if(cursorPos > 0) cursorPos--;
}

void moveCurRight(){
    if(cursorPos < len) cursorPos++;
}

void delete(){
    if(len == 0 || cursorPos == len)
        return; // Cannot use delete at end of string
    int i;
    for(i = cursorPos; i < len; i++)
        editor[i] = editor[i + 1]; // Shift characters back one position
    len--;
    editor[len] = '\0'; // Dont forget the NULL character
}

void backSpace(){
    if(len == 0 || cursorPos == 0)
        return; // Cannot use backspace at beginning of string
    int i;
    for(i = cursorPos - 1; i < len; i++)
        editor[i] = editor[i + 1]; // Shift characters back one position

    len--;
    editor[len] = '\0'; // Dont forget the NULL character
    cursorPos--; // Cursor position changes with backspace
}

int main(){
    gets(editor);
    cursorPos = len = strlen(editor);
    char ch;

    while(1){
        ch = getchar();
        getchar(); // Get the newline character as well

        switch(ch){
            case '>': moveCurRight(); break;
            case '<': moveCurLeft(); break;
            case ')': delete(); printf("%s\n", editor); break;
            case '(': backSpace(); printf("%s\n", editor); break;
            case '#': return 0;
            default : printf("Error\n");
        }
    }
    return 0;
}
```