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// Online C compiler to run C program online

#include<stdio.h>

#include<string.h>

#define SIZE 100

char undostack[SIZE][SIZE];

char redostack[SIZE][SIZE];

int undotop=-1 ,redotop=-1;

void type(char* text) {

strcpy(undostack[++undotop],text);

redotop=-1; //clear redo stack

printf("Typed: %s\n",text);

}

void undo(){

if(undotop== -1){

printf("nothing to undo!\n");

return;

}

strcpy(redostack[++redotop],undostack[undotop--]);

printf("undo done.\n");

}

void redo(){

if(redotop== -1)

{

printf("nothing to redo!\n");

return;

}

strcpy(undostack[++undotop],redostack[redotop--]);

printf("redo done.\n");

}
```

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}

void showcurrent() {
    if(undotop== -1) {
        printf("current text: [empty]\n");
    } else {
        printf("current text:%s\n",undostack[undotop]);
    }
}

int main(){
    type("Hello");
    type("IMCA class");
    showcurrent();

    undo();
    showcurrent();

    redo();
    showcurrent();

    return 0 ;
}
```