class TextEditor:

    def \_\_init\_\_(self):

        self.document = ""

        self.undo\_stack = []

        self.redo\_stack = []

    def make\_change(self, change):

        self.undo\_stack.append(self.document)

        self.document += change

        self.redo\_stack.clear()

        print("\nChange made.")

        self.display\_state()

    def undo\_action(self):

        if self.undo\_stack:

            self.redo\_stack.append(self.document)

            self.document = self.undo\_stack.pop()

            print("\nUndo performed.")

        else:

            print("\nNo more actions to undo.")

        self.display\_state()

    def redo\_action(self):

        if self.redo\_stack:

            self.undo\_stack.append(self.document)

            self.document = self.redo\_stack.pop()

            print("\nRedo performed.")

        else:

            print("\nNo more actions to redo.")

        self.display\_state()

    def display\_state(self):

        print("Current Document State: '" + self.document + "'")

    def run\_editor(self):

        while True:

            print("\n--- MENU ---")

            print("1. Make a Change")

            print("2. Undo")

            print("3. Redo")

            print("4. Display Document State")

            print("5. Exit")

            choice = input("Enter your choice: ")

            if choice == '1':

                change = input("Enter text to add: ")

                self.make\_change(change)

            elif choice == '2':

                self.undo\_action()

            elif choice == '3':

                self.redo\_action()

            elif choice == '4':

                self.display\_state()

            elif choice == '5':

                print("Exiting...")

                break

            else:

                print("Invalid choice. Try again.")

# Run the editor

editor = TextEditor()

editor.run\_editor()