```
/****
 *
 * Implementation of edit.h.
 *
 * This is fully stubbed implementation, for GUI testing purposes.
 *
 */

#include "edit.h"
#include <stdio.h>


Edit::Edit(View* v) {
    printf("In Edit::Edit\n");
}

Edit::~Edit() {
    printf("In Edit::~Edit\n");
}

void Edit::Undo() {
    printf("In Edit::Undo\n");
}

void Edit::Redo() {
    printf("In Edit::Redo\n");
}

void Edit::Repeat(int n) {
    printf("In Edit::Repeat\n");
}

void Edit::Cut() {
    printf("In Edit::Cut\n");
}

void Edit::Copy() {
    printf("In Edit::Copy\n");
}

void Edit::Paste() {
    printf("In Edit::Paste\n");
}

void Edit::Delete() {
    printf("In Edit::Delete\n");
}

void Edit::SelectAll() {
    printf("In Edit::SelectAll\n");
}

```