

Loading vc-cvs...

```
1 package caltool.view_ui;
2
3 import caltool.view.*;
4 import mvp.*;
5
6 public class WindowsUI extends mvp.View {
7
8     /**
9      * Construct this simply by calling the parent View constructor.
10     */
11     public WindowsUI(Screen screen, Model model) {
12         super(screen, model);
13     }
14
15     /**
16     * Repopulate the top part of the menu, which consists of the
17     * chronologically-ordered list of active windows. Don't bother to try
18     * some kind of incremental insertions, just nuke all of the items and
19     * re-insert them from the model's appropriately sorted list.
20     */
21     protected void RepopulateWindowsList() {
22
23     }
24
25 }
```