Loading vc-cvs...

```
package caltool.view_ui;

import caltool.view.*;
import mvp.*;

public class WindowsUI extends mvp.View {

    /**
     * Construct this simply by calling the parent View constructor.
     */
    public WindowsUI(Screen screen, Model model) {
        super(screen, model);
    }

    /**
     * Repopulate the top part of the menu, which consists of the
     * chronologically-ordered list of active windows.  Don't bother to try
     * some kind of incremental insertions, just nuke all of the items and
     * re-insert them from the model's appropriately sorted list.
     */
    protected void RepopulateWindowsList() {

    }

}
```