**add-card-dialog-v1.C**



```
/****
 *
 * Implementation of add-dialog-card.h
 *
 */

#include "card.h"
#include "label.h"
#include "add-card-dialog.h"
#include <InterViews/box.h>
#include <InterViews/button.h>
#include <InterViews/frame.h>
#include <InterViews/glue.h>
#include <InterViews/message.h>


AddCardDialog::AddCardDialog() : View(NULL, NULL) {
}

void AddCardDialog::Compose() {
    /*
     * Make the window of this a VBox, which is an InterViews composite
     * interactor box with vertical layout.
     */
    w = new VBox();

    /*
     * Allocate a new HBox for each of the labled card input fields.
     */
    hbname = new HBox();
    hbid = new HBox();
    hbage = new HBox();
    hbsex = new HBox();
    hbaddr = new HBox();

    /*
     * Create the labeled string editors for each card field.
     */
    ComposeCardFieldEditors();

    /*
     * Insert each field editor hbox in this' window.
     */
    ((VBox*)w)->Align(Right);
    ((VBox*)w)->Insert(new VGlue(round(0.10*inch), vfil, vfil));
    ((VBox*)w)->Insert(hbname);
    ((VBox*)w)->Insert(new VGlue(round(0.10*inch), vfil, vfil));
    ((VBox*)w)->Insert(hbid);
    ((VBox*)w)->Insert(new VGlue(round(0.10*inch), vfil, vfil));
    ((VBox*)w)->Insert(hbage);
    ((VBox*)w)->Insert(new VGlue(round(0.10*inch), vfil, vfil));
    ((VBox*)w)->Insert(hbsex);
    ((VBox*)w)->Insert(new VGlue(round(0.10*inch), vfil, vfil));
    ((VBox*)w)->Insert(hbaddr);
    ((VBox*)w)->Insert(new VGlue(round(0.10*inch), vfil, vfil));
}

void AddCardDialog::ComposeCardFieldEditors() {

    /*
     * Create the dummy (i.e., unused) button state for all the string editors.
     */
    bs = new ButtonState;

   /*
    * Call the little helper dude to do the work for each field.
    */
    ComposeOneFieldEditor(hbname, "Name:");
    ComposeOneFieldEditor(hbid, "Id:");
    ComposeOneFieldEditor(hbage, "Age:");
    ComposeOneFieldEditor(hbsex, "Sex:");
    ComposeOneFieldEditor(hbaddr, "Address:");
}

void AddCardDialog::ComposeOneFieldEditor(HBox* hb, char* label) {

    /*
     * Create the field label and stick it in the hbox.
     */
    hb->Insert(new Label(label, "times", "bold", "r", 14));

    /*
     * Stick in some glue.
     */
    hb->Insert(new HGlue(round(0.075 * inch), 0, 0));

    /*
     * Create the field string editor and stick it in the hbox.  The second
     * argument is how many characters wide the field is.  The frame around the
     * string editor provides its border.  Normally, a string editor has a
     * blank border.
     */
    hb->Insert(new ShadowFrame(
        new StringEditor(bs, "                                    ")));
}

```