```
/****
 *
 * Implementation of add-input-errors.h.
 *
 */

#include "add-input-errors.h"
#include "std-macros.h"

#ifdef OLD_EXCEPTION_HANDLING
exception AddInputErrorsException;
#endif


AddInputErrors::AddInputErrors() {

    alerrstr = new String("A card of the given id is already in the rolodex.");
    nerrstr = new String("Card name must be <= 30 characters.");
    iderrstr = new String("Card id must be 9 digits.");
    aerrstr = new String("Card age must be >=0 and <= 200 characters.");
    serrstr = new String("Card sex must be \"m\" or \"f\"");
    aderrstr = new String("Card addess must be <= 40 characters.");

    alerr = false;
    nerr = false;
    iderr = false;
    aerr = false;
    serr = false;
    aderr = false;
}

const String* AddInputErrors::GetAlreadyThereErrorMessage() {
    if (nerr)
        return nerrstr;
    else
        return NULL;
}

const String* AddInputErrors::GetNameErrorMessage() {
    if (nerr)
        return nerrstr;
    else
        return NULL;
}

const String* AddInputErrors::GetIdErrorMessage() {
    if (iderr)
        return iderrstr;
    else
        return NULL;
}

const String* AddInputErrors::GetAgeErrorMessage() {
    if (aerr)
        return aerrstr;
    else
        return NULL;
}

const String* AddInputErrors::GetSexErrorMessage() {
    if (serr)
        return serrstr;
    else
        return NULL;
}

const String* AddInputErrors::GetAddressErrorMessage() {
    if (aderr)
        return aderrstr;
    else
        return NULL;
}

void AddInputErrors::SetAlreadyThereErrorMessage() {
    alerr = true;
}

void AddInputErrors::SetNameErrorMessage() {
    nerr = true;
}

void AddInputErrors::SetIdErrorMessage() {
    iderr = true;
}

void AddInputErrors::SetAgeErrorMessage() {
    aerr = true;
}

void AddInputErrors::SetSexErrorMessage() {
    serr = true;
}

void AddInputErrors::SetAddressErrorMessage() {
    aderr = true;
}

void AddInputErrors::Clear() {
    alerr = false;
    nerr = false;
    iderr = false;
    aerr = false;
    serr = false;
    aderr = false;
}
```