```
/****
 *
 * Implementation of confirm-change-dialog.h.
 *
 */

#include "confirm-change-dialog.h"
#include <InterViews/tray.h>


ConfirmChangeDialog::ConfirmChangeDialog(Rolodex* r, RolodexMenuUI* rmui) :
        View() {
    w = new Tray();
}
```