```
1  #ifndef confirmchangedialogIncluded
2  #define confirmchangedialogIncluded
3
4  #include "rolodex.h"
5  #include "view.h"
6
7  class RolodexMenuUI;
8
9
10 class ConfirmChangeDialog : public View {
11   public:
12     ConfirmChangeDialog(Rolodex* r, RolodexMenuUI* rmui);
13 };
14
15 #endif
```