```
/****
 *
 * Class DeleteInputError defines an exception object containing the input
 * error condition for the Rolodex::Delete function.  DeleteInputError is a
 * tuple of on/off error flug plus corresponding error message, indicating an
 * error condition that a card of the id given to delete is not in the rolodex.
 *
 */

#ifndef deleteinputerrorsIncluded
#define deleteinputerrorsIncluded

#include "std-macros.h"
#include "str.h"


class DeleteInputError {
  public:
    DeleteInputError();
    /*
     * Construct this by initializing the flag to false (i.e., off) and
     * initializaing the error message to an appropriate string value.
     */

    String* GetNotThereErrorMessage();
    /*
     * Return the text of the error message.
     */

    void SetNotThereErrorMessage();
    /*
     * Turn on the error message flag.
     */

    void Clear();
    /*
     * Turn the error message flag off.
     */


  protected:
    bool nerr;                    // True if a card of the given id is not in the
                                  // rolodex
    String* nerrstr;              // Error message for card already there

};

#endif
```