```
/****
 *
 * Implementation of edit-menu.h.
 *
 * The implementation is partially stubbed in that it supplies only dummy
 * parameter values to model functions.
 *
 */

#include "edit-menu.h"


EditMenu::EditMenu(Name* n, Rolodex* r, RolodexMenuUI* rmui) : View(NULL, r) {
    /*
     * For convenience, save a copy of the model as a downcast value.
     */
    this->r = r;

    /*
     * Store the parent view.
     */
    this->rmui = rmui;

    /*
     * Make the window of this an IV pulldown menu.
     */
    w = pm = new PulldownMenu(n->ConstConvert());
}

EditMenu::~EditMenu() {
}

void EditMenu::Compose() {
    /*
     * Insert the six menu items, passing each the File model for subsequent
     * access in menu item Do functions.
     */
    pm->Include(new AddMenuItem(r, rmui));
    pm->Include(new DeleteMenuItem(r, rmui));
    pm->Include(new ChangeMenuItem(r, rmui));
    pm->Include(new FindMenuItem(r, rmui));
}

AddMenuItem::AddMenuItem(Rolodex* r, RolodexMenuUI* rmui) :
        MenuItem("Add ...") {
    this->r = r;
    this->rmui = rmui;
}

DeleteMenuItem::DeleteMenuItem(Rolodex* r, RolodexMenuUI* rmui) :
        MenuItem("Delete ...") {
    this->r = r;
    this->rmui = rmui;
}

ChangeMenuItem::ChangeMenuItem(Rolodex* r, RolodexMenuUI* rmui) :
        MenuItem("Change ...") {
    this->r = r;
    this->rmui = rmui;
}

FindMenuItem::FindMenuItem(Rolodex* r, RolodexMenuUI* rmui) :
        MenuItem("Find ...") {
    this->r = r;
    this->rmui = rmui;
}

void AddMenuItem::Do() {
    /*
     * Bring up the add-card dialog, and pass the buck to there.  Since this is
     * a non-model dialog interface, we won't come back here to call the model
     * to do the actual add.  Rather, the OK button in the add-card dialog will
     * call the model add function.
     */
    rmui->ShowAddCardDialog();
}

void DeleteMenuItem::Do() {
    /*
     * Bring up the delete-card dialog.
     */
    rmui->ShowDeleteCardDialog();
}

void ChangeMenuItem::Do() {
    /*
     * Bring up the change-card dialog.
     */
    rmui->ShowChangeCardDialog();
}

void FindMenuItem::Do() {
    /*
     * Bring up the find-card dialog.
     */
    rmui->ShowFindCardDialog();
}
```