```
/****
 *
 * Class ErrorMessageDialog contains five borderless, read-only string editors
 * for displaying up to five error messages.
 */

#ifndef errormessagedialogIncluded
#define errormessagedialogIncluded

#include "read-only-str-editor.h"
#include "str.h"
#include "strlist.h"
#include "view.h"

class RolodexMenuUI;


class ErrorMessageDialog : public View {
  public:
    ErrorMessageDialog();
    /*
     * Construct this.  Note that no additional constructor parameters are
     * needed as in other rolodex dialogs, since all that happens here is to
     * display error information.
     */

    void Compose();
    /*
     * Compose this by inserting the five string editors in a vbox.
     */

    void SetMessage(String* s);
    void SetMessages(StrList* sl);
    /*
     * Put the given string of the elements of the given string list into the
     * string editor(s), in the same order as they appear in the list (in the
     * case of the list input).
     */

  protected:
    void SetMessage(String* s, int pos);
    /*
     * Put the given string into the string editor at the given position.
     */

    ReadOnlyStringEditor* roseds[5];
};

#endif
```