```
/****
 *
 * Class File is the model class for the rolodex file handling.  This is an
 * initial skeletal design with no preconditions, postconditions, or data
 * represenation yet defined.
 *
 */

#ifndef fileIncluded
#define fileIncluded

#include "basic-types.h"
#include "model.h"


class File : public Model {
  public:
    File(View* v = NULL);
    /*
     * Construct this.
     */

    ~File();
    /*
     * Destruct this.
     */

    void New();
    /*
     * Create a new empty rolodex.
     */

    void Open(Name* n);
    /*
     * Open an existing rolodex file of the given name.  Create a rolodex
     * containing the data of the opened file.
     */

    void Close();
    /*
     * Close the current canvas; if the canvas needs saving, prompt the user to
     * do so.
     */

    void CloseAll();
    /*
     * Close all currently open canvases; if any of the canvases need saving,
     * prompt the user to do so.
     */

    void Save();
    /*
     * Save the contents of the current canvas in the filespace.
     */

    void SaveAs(Name* n);
    /*
     * Save this in the filespace under the given name.
     */

    void SaveAll();
    /*
     * Save the contents of all currently open canvases in the filespace, one
     * file per canvas.
     */

    void Print();
    /*
     * Print this in textual format.
     */

    void Quit();
    /*
     * Quit the rolodex system.
     */

  protected:
                                  // Data represenation forthcoming
};

#endif
```