```
/****
 *
 * Class FoundDialog contains read-only string editors for data on a found
 * card.  Above the string editor is the found dialog message.  Below the
 * string editors are Next and Previous buttons, which are active if more than
 * one card was found.
 *
 */

#ifndef foundcardsdialogIncluded
#define foundcardsdialogIncluded

#include "view.h"
#include <InterViews/streditor.h>

class RolodexMenuUI;


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

    virtual void Compose();
    /*
     * Compose this with its message, card field string editors, and buttons.
     */
};

#endif;
```