```
/****
 *
 * Class FoundDialog contains string editors for data on a found card.  bove
 * 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 founddialogIncluded
#define founddialogIncluded

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


class FoundDialog : public View {
};

#endif;
```