```
/****
 *
 * Implementation of read-only-str-editor.h.read-only-str-editor.h.
 *
 */

#include "read-only-str-editor.h"
#include <InterViews/button.h>


ReadOnlyStringEditor::ReadOnlyStringEditor(const char* sample) :
        StringEditor(new ButtonState(), sample) {
}

ReadOnlyStringEditor::~ReadOnlyStringEditor() {
}

void ReadOnlyStringEditor::Handle(Event& e) {
}
```