```
/****
 *
 * Implementation of rolodex.h.
 *
 * This is a crude initial array-based implemenation, with NO precondition
 * enforcement.  This implementation will be refined.
 *
 */

#include "rolodex.h"


Rolodex::Rolodex() {
    data = new Card*[MAXCARDS];
    size = 0;
}

void Rolodex::Add(Card* c) {
    if (size < MAXCARDS)
        data[size++] = c;
}
```