```
/****
 *
 * Class RolodexButtonUI is a companion view to the RolodexTool model class.
 * The RolodexButtonUI window is menubar.
 *
 * For illustrative comparison, an alternative button-style GUI is defined in
 * class RolodexButtonGUI in ./rolodex-button-ui.h, q.v.
 *
 */

#ifndef rolodexmenuuiIncluded
#define rolodexmenuuiIncluded

#include "std-macros.h"
#include "view.h"
class RolodexTool;               // Avoid circular include of rolodex-tool.h
#include "iv-support.h"
#include "file-menu.h"
#include "edit-menu.h"
#include <InterViews/menu.h>


class RolodexButtonUI : public View {
  public:
    RolodexButtonUI(Screen* s, RolodexTool* rt);
    /*
     * Construct this with the given UI screen and RolodexTool.model
     * Construct the FileButton and EditButton subviews.
     */

    ~RolodexButtonUI();
    /*
     * Destruct this.  Details pending.
     */

    virtual void Compose();
    /*
     * Compose the window of this as the top-level rolodex menubar.
     */


  protected:
    /**
     * Component composition functions.
     */

    //ButtonBar* ComposeButtonBar();
    /*
     * Compose and return the menubar.
     */

    //FileButton* ComposeFileButton();
    /*
     * Compose and return the file pulldown menu.
     */

    //EditButton* ComposeEditButton();
    /*
     * Compose and return the edit pulldown menu.
     */


    /**
     * Data members
     */
    RolodexTool* rt;    // Companion model (downcast version of this->m)
    //ButtonBar* mb;    // Pulldown menubar
    //FileButton* fm;   // File pulldown menu
    //EditButton* em;   // Edit pulldown menu
};

#endif
```