```
/****
 *
 * Class Workspace defines the model for the physical tool workspace.  It holds
 * the input/output objects for the edit operations.  Note that this model
 * class is not directly traceable to the spec, since it models the physical
 * reprsentation of input/output objects, which details are abstracted out of
 * the spec.
 *
 * The workspace contains one of three types of data at any given time.  For
 * input to the add operation, it contains a card datum.  For input to the
 * delete, change, or find operation it contains a single name.  For output
 * from these operations, including confirmation of the delete, it contains a
 * list of zero or more cards.
 *
 */

class Workspace : public Model {

    void ConfirmAdd();

    void ConfirmDelete();

    void ConfirmChange();

    void DisplayFound();

  protected
```