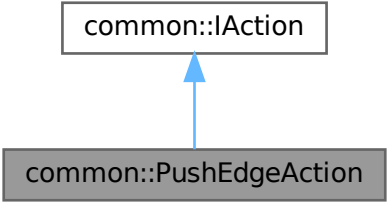


common::IAction



```
graph BT; A[common::PushEdgeAction] --> B[common::IAction]
```

common::PushEdgeAction