CommandBase + CommandBase() + CommandBase() + CommandBase() + operator=() + operator=() + ~CommandBase() + execute() SceneChangeCommandBase + SceneChangeCommandBase() + SceneChangeCommandBase() + SceneChangeCommandBase() + operator=() + operator=() + ~SceneChangeCommandBase() SceneChangeCommandSwap SceneChangeNullCommand + SceneChangeCommandSwap() + SceneChangeNullCommand() + SceneChangeCommandSwap() + SceneChangeNullCommand() + SceneChangeCommandSwap() + SceneChangeNullCommand() + operator=() + operator=() + ~SceneChangeCommandSwap() + ~SceneChangeNullCommand() + SceneChangeCommandSwap()

+ execute()

 sceneMgr storedScene

+ operator=()

+ operator=()

+ Initialize() + execute()