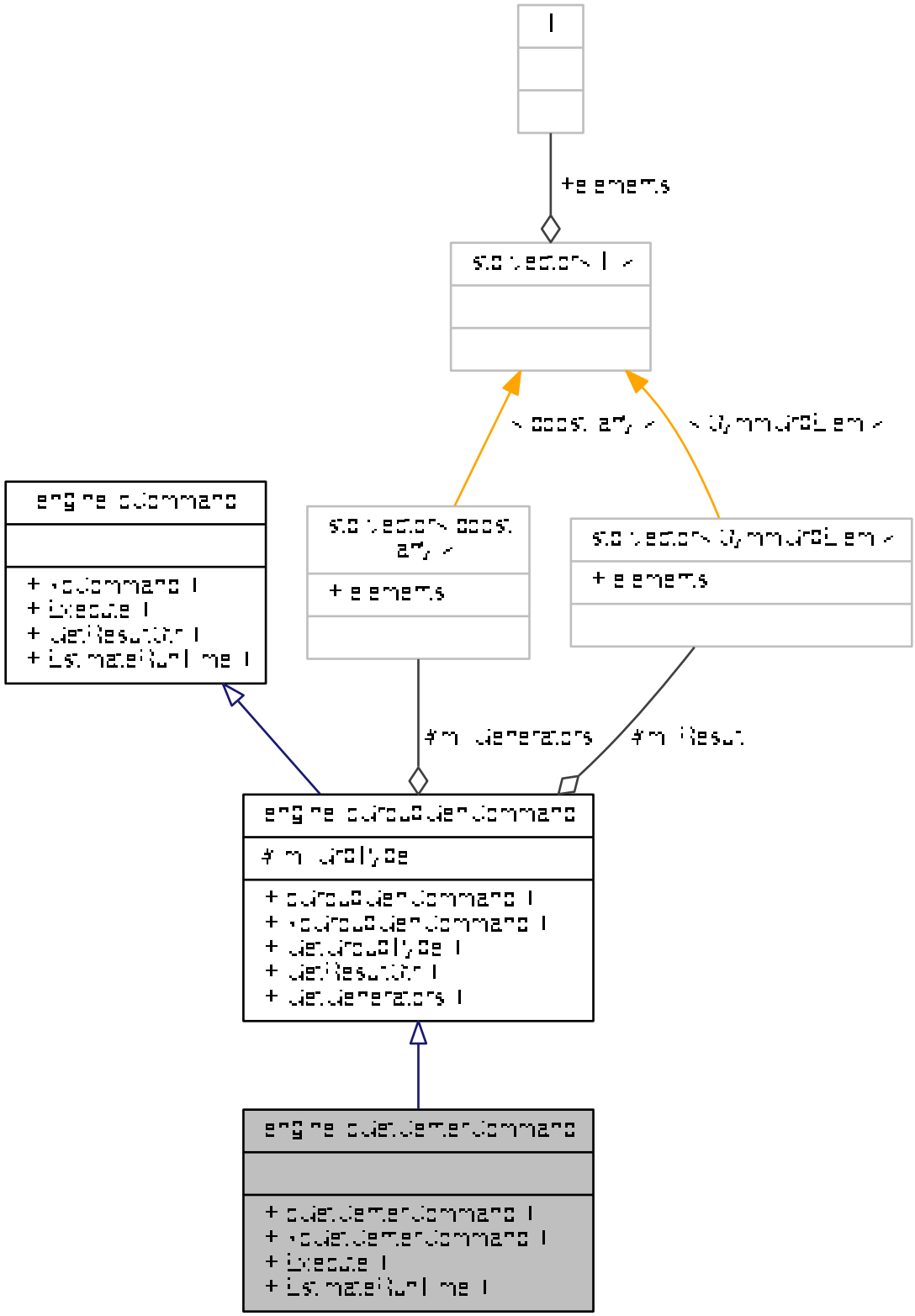
+elements
std::vector<T*>
std::vector<Possible*>
std::vector<CommandItem*>
EngineCommand
+ execCommand()
+ Execute()
+ getResultStr()
+ IsMatchByName()
std::vector<Possible*>
+ elements
std::vector<CommandItem*>
+ elements
#m_generators
#m_result
EngineCircuitGenCommand
#m_circuitType
+ CircuitGenCommand()
+ execCircuitGenCommand()
+ getCircuitType()
+ getResultStr()
+ getGenerators()
EngineCircuitGetterCommand
+ CircuitGetterCommand()
+ execCircuitGetterCommand()
+ Execute()
+ IsMatchByName()