

## GUI

- std::shared\_ptr< Command Factory > command factory std::atomic< bool >
- prevent\_input\_flag
- GLFWwindow \* window
- ImGuilO \* io std::shared ptr< SDFormat
- Parserl  $> s\overline{dformat}$ \_parser ImVec4 background\_colour
- std::mutex gui mutex
- + GUI(const std::string
- &window\_name, std::shared \_ptr< SDFormatParserl > sdformat
- parser, bool &success)
- + ~GUI()
- bool OpenYesNoDialog (DialogMessage dialogMessage)
- std::string &window \_name, std::shared\_ptr < SDFormatParserl > sdformat

void Initialize(const

- \_parser, bool &success) override bool ShouldClose()
- override std::unique\_ptr< Command
- I > Update(std::shared ptr< CommandFactoryI >
- command\_factory) override void SetPreventInputFlag
- (bool set) override void DisplaySDFRootElement
- (std::unique\_ptr< CommandI > &command, std::shared\_ptr
- < SDFormatParserl > sdformat
- I > command\_factory) bool SetupNewFrame()
- void DrawCoreFrame (std::unique\_ptr< CommandI
  - > &command, std::shared \_ptr< CommandFactoryI > command factory)

\_parser, std::shared\_ptr< CommandFactory

- std::unique lock < std ::mutex > LockMutex() override
- static void GLFWErrorCallback (int error, const char \*description)