+ virtual bool Execute()=0 + virtual bool ExecuteUndo()=0 + virtual bool ExecuteRedo()=0 + virtual bool IsUndoable()=0 + virtual bool IsRedoable()=0

+ virtual bool IsThreaded (bool &prevent_user_input)=0+ virtual bool ChangesProgram

ModifyElementCommand< T > std::string file_path

StateIrreversibly()=0

std::shared_ptr< GUII

std::shared_ptr< SDFormat Parserl > sdformatParser

sdf::ElementPtr element

_to_modify - T new_value

> gui

T old_valuebool is_currently_undoable

- bool is_currently_redoable + ModifyElementCommand

> gui, std::shared_ptr
< SDFormatParserl > sdformatParser,
sdf::ElementPtr element to modify,

(std::shared ptr< GUII

T new_value)

- bool Execute() override

- bool ExecuteUndo()
override

bool ExecuteRedo()

overridebool IsUndoable() override

bool IsUndoable() overridebool IsRedoable() override

- bool (sThreaded(bool

bool IsThreaded(bool &prevent_user_input) override

 bool ChangesProgramState Irreversibly() override