## CommandFactoryI

- + virtual std::unique \_ptr< Commandl > MakeOpenFile Command()=0
- + virtual std::unique \_ptr< Commandl > MakeDelete ElementCommand(sdf::ElementPtr element\_to\_delete)=0
- + virtual std::unique
- \_ptr< Commandl > MakeUndoCommand()=0
- + virtual std::unique
- ptr< Command()=0
- + virtual std::unique ptr< Commandl > MakeSaveFile
- Command()=0+ virtual void PushToUndoCommands
- Stack(std::unique\_ptr< CommandI > command, const bool new\_change=true)=0
- + virtual void PushToRedoCommands
- Stack(std::unique\_ptr< CommandI > command)=0
- virtual void ClearUndoRedo
- Stacks()=0virtual void Initialize
- (std::shared\_ptr< GUII
- > gui, std::shared\_ptr < SDFormatParserl > sdformatParser)=0

## CommandFactory

- std::shared ptr< GUII > gui
- std::shared\_ptr< SDFormat Parserl > sdformatParser
- std::stack < std::unique \_ptr< CommandI > > undo
- \_commands\_stack
- std::stack < std::unique \_ptr< Commandl > > redo
- \_commands\_stack
- + CommandFactory(std
- ::shared\_ptr< GUII > gui, std::shared\_ptr < SDFormatParserl > sdformat
- Parser) void Initialize(std
- ::shared\_ptr< GUII > gui, std::shared\_ptr < SDFormatParserl > sdformat Parser)
- std::unique\_ptr< Command I > MakeOpenFileCommand
- () override std::unique\_ptr< Command
- I > MakeDeleteElementCommand (sdf::ElementPtr element to delete) override
- std::unique\_ptr< Command I > MakeSaveFileCommand()
- std::unique\_ptr< Command I > MakeUndoCommand()
- std::unique ptr< Command I > MakeRedoCommand() override
- void ClearStack(std ::stack< std::unique \_ptr< Commandl > > &stack)
- void ClearUndoRedoStacks () override
- void PushToUndoCommandsStack (std::unique\_ptr< CommandI > command, const bool new \_change=true) override
- void PushToRedoCommandsStack (std::unique ptr< CommandI > command) override
- void PopFromUndoCommands Stack()
- void PopFromRedoCommands Stack()