

std::enable_shared
_from_this< GUI >



GUI

```
+ std::atomic< bool >  
  prevent_input_flag  
  
+ virtual std::unique  
  _ptr< CommandI > Update  
  (std::shared_ptr< SDFormatParser  
  I > sdformat_parser)=0  
  
+ virtual bool ShouldClose()=0  
  
+ virtual std::string  
  OpenFileDialog()=0  
  
# virtual void Initialize  
  (const std::string &windowName,  
  bool &success)=0
```