Commandl

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

- virtual bool ChangesProgram StateIrreversibly()=0

AddElementCommand

- std::shared_ptr< GUIIgui
- std::shared_ptr< SDFormat Parserl > sdformatParser
- sdf::ElementPtr parent element
- sdf::ElementPtr new _element
- bool is currently undoable
- bool is_currently_redoable
- + AddElementCommand (std::shared_ptr< GUII > qui, std::shared_ptr
- < SDFormatParserl > sdformatParser, sdf::ElementPtr parent_element, sdf::ElementPtr new_element)
- bool Execute() override
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override
- void AddElement(sdf ::ElementPtr parent, sdf::ElementPtr element)

DeleteAttributeCommand

- std::string file path
- std::shared_ptr< GUII > gui
- std::shared_ptr< SDFormat Parserl > sdformatParser
- sdf::ParamPtr attribute _to_delete
- sdf::ElementPtr parent _element
- bool is_currently_undoable
- bool is_currently_redoable
- + DeleteAttributeCommand (std::shared_ptr< GUII > qui, std::shared_ptr
- < SDFormatParserl > sdformatParser, sdf::ParamPtr attribute_to_delete)
- bool Execute() override
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override

DeleteElementCommand

- std::shared_ptr< GUII > gui
- std::shared_ptr< SDFormat Parserl > sdformatParser
- sdf::ElementPtr element _to_delete
- sdf::ElementPtr element _to_deletes_parent
- bool is_currently_undoable
- bool is_currently_redoable
- F DeleteElementCommand (std::shared_ptr< GUII
- > gui, std::shared_ptr
- < SDFormatParserl > sdformatParser, sdf::ElementPtr element_to_delete)
- bool Execute() override
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override
- bool ElementRequired()

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GenericCommand

- std::function< void()> function_handle
- + GenericCommand(std ::function< void()> function_handle)
- bool Execute() overridebool ExecuteUndo()
- override
 bool ExecuteRedo()
- override
- bool IsUndoable() override
 bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override

ModifyAttributeCommand< T >

- std::string file_path
- std::shared_ptr< GUII > gui
- std::shared_ptr< SDFormat Parserl > sdformatParser
- sdf::ParamPtr attribute _to_modify
- T new_value
- T old_value
- bool is_currently_undoable
- bool is_currently_redoable
- + ModifyAttributeCommand (std::shared_ptr< GUII > gui, std::shared_ptr< SDFormatParserI > sdformatPar
- < SDFormatParserl > sdformatParser, sdf::ParamPtr attribute_to_modify, T new_value)
- bool Execute() override
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override

ModifyElementCommand< T >

- std::string file_path
- std::shared_ptr< GUIIgui
- std::shared_ptr< SDFormat Parserl > sdformatParser
- sdf::ElementPtr element _to_modify
- T new_value
- Told_value
- bool is_currently_undoable
- bool is_currently_redoable
- + ModifyElementCommand (std::shared_ptr< GUII
- > gui, std::shared_ptr
 < SDFormatParserl > sdformatParser,
 sdf::ElementPtr element_to_modify,
 T new value)
- bool Execute() override
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override

OpenFileCommand

- std::string file_path
- std::shared_ptr< GUIIgui
- std::shared_ptr< SDFormat Parserl > sdformatParser
- + OpenFileCommand(std ::shared_ptr< GUII > gui, std::shared_ptr < SDFormatParserI > sdformatParser, std::string file_path)
- bool Execute() override
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override

- SaveFileCommand
- std::shared_ptr< GUII > qui
- std::shared_ptr< SDFormat Parserl > sdformatParser
- + SaveFileCommand(std ::shared_ptr< GUII > gui, std::shared_ptr < SDFormatParserI > sdformatParser)
- bool Execute()
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() overridebool IsThreaded() override
- bool ChangesProgramState Irreversibly() override