

CommandFactoryI
<ul style="list-style-type: none"> + virtual std::unique_ptr< CommandI > MakeOpenFileCommand()=0 + virtual std::unique_ptr< CommandI > MakeDeleteElementCommand(sdf::ElementPtr element_to_delete)=0 + virtual std::unique_ptr< CommandI > MakeAddElementCommand(sdf::ElementPtr parent_element, sdf::ElementPtr new_element)=0 + virtual std::unique_ptr< CommandI > MakeUndoCommand()=0 + virtual std::unique_ptr< CommandI > MakeRedoCommand()=0 + virtual std::unique_ptr< CommandI > MakeSaveFileCommand()=0 + virtual std::unique_ptr< CommandI > MakeModifyAttributeCommand(sdf::ParamPtr attribute_to_modify, std::string new_value)=0 + virtual std::unique_ptr< CommandI > MakeModifyElementCommand(sdf::ElementPtr element_to_modify, std::string new_value)=0 + virtual void PushToUndoCommandsStack(std::unique_ptr< CommandI > command, const bool new_change=true)=0 + virtual void PushToRedoCommandsStack(std::unique_ptr< CommandI > command)=0 + virtual void ClearUndoRedoStacks()=0 - virtual void Initialize(std::shared_ptr< GUI > gui, std::shared_ptr< SDFFormatParserI > sdfformatParser)=0



CommandFactory
<ul style="list-style-type: none"> - std::shared_ptr< GUI > gui - std::shared_ptr< SDFFormatParserI > sdfformatParser - std::stack< std::unique_ptr< CommandI > > undo_commands_stack - std::stack< std::unique_ptr< CommandI > > redo_commands_stack
<ul style="list-style-type: none"> + CommandFactory(std::shared_ptr< GUI > gui, std::shared_ptr< SDFFormatParserI > sdfformatParser) - void Initialize(std::shared_ptr< GUI > gui, std::shared_ptr< SDFFormatParserI > sdfformatParser) - std::unique_ptr< CommandI > MakeOpenFileCommand() override - std::unique_ptr< CommandI > MakeDeleteElementCommand(sdf::ElementPtr element_to_delete) override - std::unique_ptr< CommandI > MakeAddElementCommand(sdf::ElementPtr parent_element, sdf::ElementPtr new_element) override - std::unique_ptr< CommandI > MakeSaveFileCommand() - std::unique_ptr< CommandI > MakeUndoCommand() override - std::unique_ptr< CommandI > MakeRedoCommand() override - std::unique_ptr< CommandI > MakeModifyAttributeCommand(sdf::ParamPtr attribute_to_modify, std::string new_value) override - std::unique_ptr< CommandI > MakeModifyElementCommand(sdf::ElementPtr element_to_modify, std::string new_value) override - void ClearStack(std::stack< std::unique_ptr< CommandI > > &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 PopFromUndoCommandsStack() - void PopFromRedoCommandsStack()