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 > MakeAddElement
 - _command(sdf::ElementPtr parent _element, sdf::ElementPtr new _element)=0
- + virtual std::unique _ptr< Commandl > MakeUndoCommand()=0
- + virtual std::unique
- _ptr< Commandl > MakeRedoCommand()=0
- + virtual std::unique ptr < CommandI > MakeSaveFile
- $\overline{Command()}=0$ + 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()=0
- virtual 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 > MakeAddElementCommand (sdf::ElementPtr parent_element, sdf::ElementPtr new_element) override
- std::unique ptr< Command
- I > MakeSaveFileCommand() std::unique ptr< Command I > MakeUndoCommand()
- override 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()