## CommandFactoryI

+ virtual std::unique
  _ptr< CommandI > MakeOpenFile
  Command()=0

+ virtual std::unique
  _ptr< CommandI > MakeDelete
  ElementCommand(sdf::ElementPtr
  element_to_delete)=0

+ virtual std::unique
  _ptr< CommandI > MakeUndoCommand()=0

+ virtual std::unique
  _ptr< CommandI > MakeRedoCommand()=0

+ virtual std::unique
  _ptr< CommandI > MakeSaveFile
  Command(bool force_save_as
  _not_save)=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
  < SDFormatParserI > sdformatParser)=0

## CommandFactory

- std::shared_ptr< GUII
  > gui

- std::shared_ptr< SDFormat
  ParserI > sdformatParser

- std::stack< std::unique
  _ptr< CommandI > > undo
  _commands_stack

- std::stack< std::unique
  _ptr< CommandI > > redo
  _commands_stack

+ CommandFactory(std
  ::shared_ptr< GUII >
  gui, std::shared_ptr
  < SDFormatParserI > sdformat
  Parser)

- void Initialize(std
  ::shared_ptr< GUII >
  gui, std::shared_ptr
  < SDFormatParserI > 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
  (bool force_save_as_not_save)

- std::unique_ptr< Command
  I > MakeUndoCommand()
  override

- std::unique_ptr< Command
  I > MakeRedoCommand()
  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 PopFromUndoCommands
  Stack()

- void PopFromRedoCommands
  Stack()