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 > MakeUndoCommand()=0
- + virtual std::unique
- _ptr< Commandl > MakeRedoCommand()=0 + virtual std::unique
- _ptr< Commandl > MakeSaveFile Command()=0
- + virtual void PushToUndoCommandsStack(std::unique_ptr< Commandl> command, const bool new_change=true)=0
- + virtual void PushToRedoCommands Stack(std::unique_ptr< Commandl
- > command)=0
- + virtual void ClearUndoRedo Stacks()=0
- virtual void Initialize (std::shared_ptr< GUII > gui, std::shared_ptr
 - > gui, std::shared_ptr < SDFormatParserl > sdformatParser)=0

CommandFactory

- std::shared_ptr< GUIIgui
- std::shared_ptr< SDFormat Parserl > sdformatParser
- std::stack< std::unique_ptr< Commandl > > undo
- _commands_stack - std::stack< std::unique
- _ptr< Commandl > > redo _commands_stack
- + CommandFactory(std ::shared_ptr< GUII > gui, std::shared_ptr
- void Initialize(std ::shared_ptr< GUII > gui, std::shared_ptr
 SDFormatParserI > sdformat Parser)
- std::unique_ptr< CommandI > MakeOpenFileCommand() override
- std::unique_ptr< Command
 I > MakeDeleteElementCommand
 (sdf::ElementPtr element_to _delete) override
- std::unique_ptr< CommandI > MakeSaveFileCommand()
- 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< Commandl > command, const bool new change=true) override
- void PushToRedoCommandsStack (std::unique_ptr< Commandl > command) override
- void PopFromUndoCommands Stack()
- void PopFromRedoCommands Stack()