Commandl + virtual bool Execute()=0 + virtual bool ExecuteUndo()=0 + virtual bool ExecuteRedo()=0 + virtual bool IsUndoable()=0 + virtual bool IsRedoable()=0 + virtual bool IsThreaded (bool &prevent user input)=0 + virtual bool ChangesProgram StateIrreversibly()=0AddElementCommand std::shared ptr< GUII > aui 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(bool &prevent user input) override bool ChangesProgramState Irreversibly() override void AddElement(sdf ::ElementPtr parent, sdf::ElementPtr element)