## Commandl

- + virtual bool Execute()=0
- + virtual bool ExecuteUndo()=0
- + virtual bool ExecuteRedo()=0
- + virtual bool IsUndoable()=0
- + virtual bool IsRedoable()=0
- + virtual bool IsThreaded()=0
- + virtual bool ChangesProgram StateIrreversibly( $\tilde{I}=0$



## **AddFlementCommand**

- std::shared ptr< GUII
  - > qui
- 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

  - > gui, 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() override
- bool ChangesProgramState Irreversibly() override