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()=0

DeleteFlementCommand

- std::shared_ptr< GUII
- > gui- std::shared_ptr< SDFormatParserl > sdformatParser
- sdf::ElementPtr element to delete
- sdf::ElementPtr element _to_deletes_parent
- bool is_currently_undoable
- bool is currently redoable
- + DeleteElementCommand (std::shared ptr< GUII
- > gui, std::Shared_ptr < SDFormatParserl > sdformatParser.
- sdf::ElementPtr element_to_delete)
- 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
- bool ElementRequired()