CommandI

+ 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()=0

ModifyAttributeCommand

- std::string file_path
- std::shared_ptr< GUII   > gui
- std::shared_ptr< SDFormat ParserI > sdformatParser
- sdf::ParamPtr attribute _to_modify
- std::string new_value
- std::string old_value
- bool is_currently_undoable
- bool is_currently_redoable

+ ModifyAttributeCommand
  (std::shared_ptr< GUII
  > gui, std::shared_ptr
  < SDFormatParserI > sdformatParser,
  sdf::ParamPtr attribute_to_modify,
  std::string new_value)

- bool Execute() override
- bool ExecuteUndo()   override
- bool ExecuteRedo()   override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override