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()=0



GenericCommand

- std::function< void ()> function handle
 - + GenericCommand(std ::function< void()>
 - function_handle)
 bool Execute() override
 - bool ExecuteUndo()
 - override
 bool ExecuteRedo()
- override
 bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override