CommandFactoryI

- + virtual std::unique
 _ptr< Commandl > MakeOpenFile
 Command()=0
- virtual std::unique
 _ptr< Commandl > MakeDelete
 ElementCommand(sdf::ElementPtr
 element_to_delete)=0
- + virtual std::unique _ptr< Commandl > MakeUndoCommand()=0
- + virtual std::unique
- _ptr< Commandl > MakeRedoCommand()=0
- | + virtual std::unique _ptr< Commandl > MakeSaveFile Command(bool force_save_as _not_save)=0
- + virtual void PushToUndoCommands Stack(std::unique_ptr< Commandl > command, const bool new_change=true)=0
- + virtual void PushToRedoCommands Stack(std::unique_ptr< Commandl > command)=0
- + virtual void ClearUndoRedo Stacks()=0
- virtual void Initialize
- (std::shared_ptr< GUII > gui, std::shared_ptr
 - < SDFormatParserl > sdformatParser)=0

CommandFactory

- std::shared_ptr< GUII
 - > gui
- std::shared_ptr< SDFormat Parserl > sdformatParser
- std::stack< std::unique _ptr< Commandl > > undo
- _commands_stack
 std::stack< std::unique
- _ptr< Commandl > > redo commands stack
- + CommandFactory(std ::shared_ptr< GUII >
 - gui, std::shared_ptr
 - < SDFormatParserl > sdformat
 - Parser)
 - void Initialize(std ::shared_ptr< GUII >
 - gui, std::shared_ptr
 < SDFormatParserl > sdformat
 Parser)
 - std::unique_ptr< Command I > MakeOpenFileCommand
- () overridestd::unique_ptr< CommandI > MakeDeleteElementCommand
- (sdf::ElementPtr element_to _delete) override
- std::unique_ptr< CommandI > MakeSaveFileCommand(bool force_save_as_not_save)
- std::unique_ptr< CommandI > MakeUndoCommand()
- std::unique_ptr< Command I > MakeRedoCommand() override
- void ClearStack(std ::stack< std::unique _ptr< CommandI > > &stack)
- void ClearUndoRedoStacks
 () override
- void PushToUndoCommandsStack (std::unique_ptr< Commandl > command, const bool new
- void PushToRedoCommandsStack (std::unique ptr< Commandl

void PopFromUndoCommands

> command) override

_change=true) override

Stack()
- void PopFromRedoCommands

Stack()