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

DeleteElementCommand

- std::shared_ptr< GUII > qui
- std::shared_ptr< SDFormat Parserl > 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()
- bool ExecuteUndo()
 override

bool ExecuteRedo()

- override
- bool IsUndoable() overridebool IsRedoable() override
- bool IsThreaded() override
- bool is inreaded() overridebool ChangesProgramState
- Irreversibly() override