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



DeleteAttributeCommand

- std::string file_pathstd::shared ptr< GUII
- > gui
- std::shared_ptr< SDFormat Parserl > sdformatParser
- _to_delete
 sdf::ElementPtr parent

sdf::ParamPtr attribute

- _element
 bool is_currently_undoable
- bool is_currently_redoable+ DeleteAttributeCommand (std::shared ptr< GUII
- > gui, std::shared_ptr
 < SDFormatParserl > sdformatParser,
 sdf::ParamPtr attribute to delete)
- bool Execute() override
- bool ExecuteUndo()

override

- bool ExecuteRedo()
 override
 - bool IsUndoable() overridebool IsRedoable() override
- bool IsThreaded() override
- bool Istilleaded() overridebool ChangesProgramState
- Irreversibly() override