Commandl

- + virtual bool Execute()=0
- + virtual bool ExecuteUndo()=0
- + virtual bool ExecuteRedo()=0
- + virtual bool IsUndoable()=0
- + virtual bool IsRedoable()=0
- + virtual bool IsThreaded (bool &prevent user input)=0
- + virtual bool ChangesProgram StateIrreversibly()=0



CloseModelViewerCommand

- std::shared_ptr< ModelViewerI > model_viewer
- + CloseModelViewerCommand (std::shared_ptr< ModelViewerl > model viewer)
- bool Execute() override
- bool ExecuteUndo()
- bool ExecuteRedo()
 override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded(bool &prevent_user_input)
 override
 - bool ChangesProgramState Irreversibly() override