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
- + virtual bool ChangesProgram StateIrreversibly()=0



- ${\sf ModifyAttributeCommand < T >}$
- std::string file_pathstd::shared ptr< GUII
 - > gui
- std::shared_ptr< SDFormat Parser! > sdformatParser
- sdf::ParamPtr attribute _to_modify
- T new_valueT old value
- bool is currently undoable
- boor is_currentiy_undoable
- bool is currently redoable
- + ModifyAttributeCommand (std::shared ptr< GUII
 - > qui, std::shared ptr
- < SDFormatParserl > sdformatParser, sdf::ParamPtr attribute to modify,
- T new_value)
 bool Execute() override
- bool Execute() override
- bool ExecuteUndo()
 override
- bool ExecuteRedo()
 override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override