

## CommandI

- + 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