

std::enable_shared
_from_this< GUI >



GUI

```
+ virtual std::unique
_ptr< CommandI > Update()=0
+ virtual bool ShouldClose()=0
+ virtual std::string
  OpenFileDialog()=0
+ virtual void set_prevent
_input_flag(bool set)=0
+ virtual std::unique
_lock< std::mutex >
_lock_mutex()=0
# virtual void Initialize
(const std::string &windowName,
 std::shared_ptr< SDFormatParserI
 > sdformat_parser, bool &success)=0
```