

CommandFactoryI
<ul style="list-style-type: none"> <li>+ virtual std::unique_ptr&lt; CommandI &gt; MakeOpenFileCommand(std::string file_path)=0</li> <li>+ virtual std::unique_ptr&lt; CommandI &gt; MakeCreateFileCommand()=0</li> <li>+ virtual std::unique_ptr&lt; CommandI &gt; MakeDeleteElementCommand(sdf::ElementPtr element_to_delete)=0</li> <li>+ virtual std::unique_ptr&lt; CommandI &gt; MakeAddElementCommand(sdf::ElementPtr parent_element, sdf::ElementPtr new_element)=0</li> <li>+ virtual std::unique_ptr&lt; CommandI &gt; MakeUndoCommand()=0</li> <li>+ virtual std::unique_ptr&lt; CommandI &gt; MakeRedoCommand()=0</li> <li>+ virtual std::unique_ptr&lt; CommandI &gt; MakeSaveFileCommand()=0</li> <li>+ virtual std::unique_ptr&lt; CommandI &gt; MakeModifyAttributeCommand(sdf::ParamPtr attribute_to_modify, std::string new_value)=0</li> <li>+ virtual std::unique_ptr&lt; CommandI &gt; MakeModifyAttributeCommand(sdf::ParamPtr attribute_to_modify, bool new_value)=0</li> <li>+ virtual std::unique_ptr&lt; CommandI &gt; MakeModifyElementCommand(sdf::ElementPtr element_to_modify, std::string new_value)=0</li> <li>and 7 more...</li> <li>- virtual void Initialize(std::shared_ptr&lt; GUI &gt; gui, std::shared_ptr&lt; SDFormatParserI &gt; sdformatParser, std::shared_ptr&lt; ModelViewerI &gt; model_viewer)=0</li> </ul>



CommandFactory
<ul style="list-style-type: none"> <li>- std::shared_ptr&lt; GUI &gt; gui</li> <li>- std::shared_ptr&lt; SDFormatParserI &gt; sdformatParser</li> <li>- std::shared_ptr&lt; ModelViewerI &gt; model_viewer</li> <li>- std::stack&lt; std::unique_ptr&lt; CommandI &gt; &gt; undo_commands_stack</li> <li>- std::stack&lt; std::unique_ptr&lt; CommandI &gt; &gt; redo_commands_stack</li> </ul>
<ul style="list-style-type: none"> <li>+ CommandFactory(std::shared_ptr&lt; GUI &gt; gui, std::shared_ptr&lt; SDFormatParserI &gt; sdformatParser, std::shared_ptr&lt; ModelViewerI &gt; model_viewer)</li> <li>+ std::unique_ptr&lt; CommandI &gt; MakeOpenModelViewerCommand() override</li> <li>+ std::unique_ptr&lt; CommandI &gt; MakeCloseModelViewerCommand() override</li> <li>- void Initialize(std::shared_ptr&lt; GUI &gt; gui, std::shared_ptr&lt; SDFormatParserI &gt; sdformatParser, std::shared_ptr&lt; ModelViewerI &gt; model_viewer)</li> <li>- std::unique_ptr&lt; CommandI &gt; MakeOpenFileCommand(std::string file_path) override</li> <li>- std::unique_ptr&lt; CommandI &gt; MakeDeleteElementCommand(sdf::ElementPtr element_to_delete) override</li> <li>- std::unique_ptr&lt; CommandI &gt; MakeAddElementCommand(sdf::ElementPtr parent_element, sdf::ElementPtr new_element) override</li> <li>- std::unique_ptr&lt; CommandI &gt; MakeSaveFileCommand() override</li> <li>- std::unique_ptr&lt; CommandI &gt; MakeRenderModelCommand(bool render_collisions_in_model_viewer) override</li> <li>- std::unique_ptr&lt; CommandI &gt; MakeCreateFileCommand() override</li> <li>- std::unique_ptr&lt; CommandI &gt; MakeUndoCommand() override</li> <li>- std::unique_ptr&lt; CommandI &gt; MakeRedoCommand() override</li> <li>- std::unique_ptr&lt; CommandI &gt; MakeModifyAttributeCommand(sdf::ParamPtr attribute_to_modify, std::string new_value) override</li> <li>and 9 more...</li> </ul>