```
std::enable shared
        from this < GUII >
               GUII
+ std::atomic< bool >
   prevent input flag
+ virtual std::unique
   ptr< CommandI > Update
  (std::shared ptr< SDFormatParser
  I > sdformat parser)=0
+ virtual bool ShouldClose()=0
+ virtual std::string
   OpenFileDialog()=0
# virtual void Initialize
  (const std::string &windowName,
   bool &success)=0
                GUI
  GLFWwindow * window
  ImGuilO * io

    ImVec4 background colour

+ GUI(const std::string
   &window name, bool &success)
+ ~GUI()

    void Initialize(const

   std::string &window
   name, bool &success)
   override
  bool ShouldClose()
   override
  std::unique ptr< Command
  I > Update(std::shared
   ptr < SDFormatParserl >
   sdformat parser) override
  std::string OpenFileDialog
  () override
  static void glfw error
   callback(int error, const
```

char *description)