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 StateIrreversibly()=0



DeleteElementCommand

std::string file_path std::shared ptr< GUII

> gui

 std::shared_ptr< SDFormat Parserl > sdformatParser
 sdf::ElementPtr element

_to_delete sdf::ElementPtr element

_to_deletes_parent
- bool is_currently_undoable

bool is_currently_redoable+ DeleteElementCommand (std::shared ptr< GUII

> gui, std::shared_ptr < SDFormatParserl > sdformatParser,

sdf::ElementPtr element_to_delete)bool Execute() override

bool ExecuteUndo()
override

override
- bool IsUndoable() override

bool ExecuteRedo()

- bool IsUndoable() override - bool IsRedoable() override

- bool IsThreaded() override

- bool ChangesProgramState Irreversibly() override