CommandI

+ 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 ParserI > 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 < SDFormatParserI > sdformatParser, sdf::ElementPtr element_to_delete)
- bool Execute() override
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override

GenericCommand

- std::function< void ()> function_handle

+ GenericCommand(std ::function< void()> function_handle)
- bool Execute() override
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override

OpenFileCommand

- std::string file_path
- std::shared_ptr< GUII > gui
- std::shared_ptr< SDFormat ParserI > sdformatParser

+ OpenFileCommand(std ::shared_ptr< GUII > gui, std::shared_ptr < SDFormatParserI > sdformatParser)
- bool Execute() override
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override

SaveFileCommand

- std::shared_ptr< GUII > gui
- std::shared_ptr< SDFormat ParserI > sdformatParser

+ SaveFileCommand(std ::shared_ptr< GUII > gui, std::shared_ptr < SDFormatParserI > sdformatParser, bool force_save_as_not_save)
- bool Execute()
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override