## CommandFactoryI

- + virtual std::unique
   \_ptr< Commandl > MakeOpenFile
   Command()=0
- + virtual std::unique \_ptr< Commandl > MakeDelete ElementCommand(sdf::ElementPtr element\_to\_delete)=0
- + virtual std::unique
  \_ptr< Commandl > MakeAddElement
  Command(sdf::ElementPtr parent
  - \_element, sdf::ElementPtr new \_element)=0
- + virtual std::unique \_ptr< Commandl > MakeUndoCommand()=0
- + virtual std::unique
- \_ptr< Commandl > MakeRedoCommand()=0
- + virtual std::unique \_ptr< Commandl > MakeSaveFile
  - Command()=0
    + virtual void PushToUndoCommands
- Stack(std::unique\_ptr< Commandl > command, const bool new\_change=true)=0
- + virtual void PushToRedoCommands Stack(std::unique\_ptr< Commandl
- > command)=0 + virtual void ClearUndoRedo Stacks()=0
- Stacks()=0
   virtual void Initialize
- (std::shared\_ptr< GUII > gui, std::shared\_ptr
  - < SDFormatParserl > sdformatParser)=0

## CommandFactory

- std::shared\_ptr< GUII</li>guistd::shared\_ptr< SDEorma</li>
- std::shared\_ptr< SDFormat Parserl > sdformatParser
- std::stack< std::unique</li>\_ptr< Commandl > > undo\_commands\_stack
- std::stack< std::unique</li>\_ptr< Commandl > > redo\_commands\_stack
- + CommandFactory(std ::shared\_ptr< GUII >
  - gui, std::shared\_ptr < SDFormatParserl > sdformat
  - < SDFormatParserl > sdformat Parser) void Initialize(std
  - ::shared\_ptr< GUII >
     gui, std::shared\_ptr
     < SDFormatParserI > sdformat
    Parser)
- std::unique\_ptr< Command</li>I > MakeOpenFileCommand() override
- std::unique\_ptr< Command</li>
   I > MakeDeleteElementCommand
   (sdf::ElementPtr element\_to \_delete) override
- std::unique\_ptr< Command</li>
   l > MakeAddElementCommand
   (sdf::ElementPtr parent\_element,
- sdf::ElementPtr new\_element)
  override
   std::unique ptr< Command
- I > MakeSaveFileCommand()std::unique\_ptr< Command</li>I > MakeUndoCommand()
- std::unique\_ptr< Command I > MakeRedoCommand()

override

() override

Stack()

- void ClearStack(std ::stack < std::unique ptr < Command! > > &stack
- \_ptr< Commandl > > &stack)
   void ClearUndoRedoStacks
- void PushToUndoCommandsStack (std::unique\_ptr< Commandl > command, const bool new
- \_change=true) override
   void PushToRedoCommandsStack
  (std::unique\_ptr< Commandl
- command) overridevoid PopFromUndoCommands
- void PopFromRedoCommands Stack()