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

AddElementCommand

- std::shared_ptr< GUIIqui
- std::shared_ptr< SDFormat Parserl > sdformatParser
- sdf::ElementPtr parent element
 - sdf::ElementPtr new element
- bool is_currently_undoable
- bool is_currently_redoable
- + AddElementCommand
 - (std::shared_ptr< GUII > gui, std::shared_ptr
 - SDFormatParserl > sdformatParser, sdf::ElementPtr parent element)
- bool Execute() override
- bool ExecuteUndo()
- bool ExecuteUndo()
 override

bool ExecuteRedo()

- override
 bool IsUndoable() override
- bool IsUndoable() override
 bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override