CommandI

+ virtual bool Execute()=0
+ virtual bool ExecuteUndo()=0
+ virtual bool ExecuteRedo()=0
+ virtual bool IsUndoable()=0
+ virtual bool IsRedoable()=0
+ virtual bool IsThreaded
  (bool &prevent_user_input)=0
+ virtual bool ChangesProgram
  StateIrreversibly()=0

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(bool
  &prevent_user_input)
  override
- bool ChangesProgramState
  Irreversibly() override