

`std::enable_shared
_from_this< GUI >`



GUI

```
+ virtual std::unique
_ptr< CommandI > Update
(std::shared_ptr< CommandFactory
I > command_factory)=0
+ virtual bool ShouldClose()=0
+ virtual void OpenChoiceDialog
(DialogMessage dialogMessage,
std::vector< std::pair< std
::string, bool > > &choices)=0
+ virtual void SetPreventInput
Flag(bool set)=0
+ virtual std::unique
_lock< std::mutex >
LockMutex()=0
# virtual void Initialize
(const std::string &windowName,
std::shared_ptr< SDFormatParserI
> sdformat_parser, bool &success)=0
```