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

ModifyElementCommand< T >

- std::string file_path
- std::shared_ptr< GUII > gui
- std::shared_ptr< SDFormat ParserI > sdformatParser
- sdf::ElementPtr element _to_modify
- T new_value
- T old_value
- bool is_currently_undoable
- bool is_currently_redoable

+ ModifyElementCommand (std::shared_ptr< GUII > gui, std::shared_ptr < SDFormatParserI > sdformatParser, sdf::ElementPtr element_to_modify, T new_value)
- bool Execute() override
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override