CommandFactoryl

- + virtual std::unique _ptr< Commandl > MakeOpenFile Command()=0
- + virtual std::unique ptr< Commandl > MakeDelete
- ElementCommand(sdf::ElementPtr

+ virtual std::unique

+ virtual std::unique

- element_to_delete)=0
 - _ptr< Commandl > MakeAddElement Command(sdf::ElementPtr parent
 - _element, sdf::ElementPtr new
 - _element)=0
- _ptr< Commandl > MakeUndoCommand()=0
- + virtual std::unique
- _ptr< Commandl > MakeRedoCommand()=0
- + virtual std::unique
- ptr< CommandI > MakeSaveFile
- $\overline{C}ommand()=0$
- + virtual std::unique
- ptr< Commandl > MakeModify AttributeCommand(sdf::ParamPtr
- attribute_to_modify, std::string $new_value)=0$ + virtual std::unique
- ptr< CommandI > MakeModify ElementCommand(sdf::ElementPtr element_to_modify, std::string new_value)=0
- + virtual void PushToUndoCommands Stack(std::unique_ptr< CommandI
- > command, const bool new_change=true)=0 virtual void PushToRedoCommands Stack(std::unique_ptr< Commandl
- > command)=0 + virtual void ClearUndoRedo
- Stacks()=0
- virtual void Initialize (std::shared_ptr< GUII
- > gui, std::shared_ptr
- < SDFormatParserl > sdformatParser)=0

CommandFactory std::shared_ptr< GUII

- > gui std::shared_ptr< SDFormat
- Parserl > sdformatParser std::stack < std::unique
- _ptr< Commandl > > undo _commands_stack
- std::stack < std::unique
- _ptr< Commandl > > redo _commands_stack
- + CommandFactory(std
- ::shared_ptr< GUII > gui, std::shared_ptr
- < SDFormatParserl > sdformat
- Parser)
- void Initialize(std ::shared_ptr< GUII > gui, std::shared_ptr
 - < SDFormatParserl > sdformat Parser)
 - std::unique_ptr< Command
 - I > MakeOpenFileCommand
- std::unique_ptr< Command I > MakeDeleteElementCommand
- (sdf::ElementPtr element_to _delete) override
- std::unique_ptr< Command I > MakeAddElementCommand
- (sdf::ElementPtr parent_element, sdf::ElementPtr new_element)
- override
- std::unique_ptr< Command I > MakeSaveFileCommand()
- std::unique_ptr< Command I > MakeUndoCommand()
- override std::unique_ptr< Command
- I > MakeRedoCommand()
- std::unique_ptr< Command I > MakeModifyAttributeCommand
- (sdf::ParamPtr attribute_to _modify, std::string new_value) override
- std::unique_ptr< Command I > MakeModifyElementCommand
- (sdf::ElementPtr element_to _modify, std::string new_value) override
- ::stack< std::unique _ptr< Commandl > > &stack)

void ClearStack(std

- void ClearUndoRedoStacks () override
- void PushToUndoCommandsStack
- (std::unique_ptr< Commandl > command, const bool new _change=true) override
- void PushToRedoCommandsStack (std::unique_ptr< Commandl > command) override

void PopFromUndoCommands

- Stack()
- void PopFromRedoCommands Stack()