## Commandl + 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

## **AddFlementCommand**

std::shared ptr< GUII > qui

- 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
- < SDFormatParserI > sdformatParser, sdf::ElementPtr parent element, sdf::ElementPtr new element)
- bool Execute() override
- bool ExecuteUndo() override
- bool ExecuteRedo() override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState Irreversibly() override
- void AddElement(sdf ::ElementPtr parent,
  - sdf::ElementPtr element)