```
std::enable_shared
_from_this< GUII >
```

## GUII

prevent\_input\_flag

+ std::atomic< bool >

- + std::mutex gui\_mutex
- + virtual std::unique
  - ptr< Commandl > Update()=0
- + virtual bool ShouldClose()=0
- + virtual std::string
- OpenFileDialog()=0
  # virtual void Initialize
  - (const std::string &windowName, std::shared\_ptr< SDFormatParserl > sdformat\_parser, bool &success)=0



## GUI

- GLFWwindow \* window
- ImGuilO \* io
- std::shared ptr< SDFormat</li>

~GUI()

- Parserl > sdformat\_parser - ImVec4 background colour
- + GUI(const std::string &window\_name, std::shared \_ptr< SDFormatParserl > sdformat \_parser, bool &success)
  - void Initialize(const std::string &window
    - \_name, std::shared\_ptr < SDFormatParserl > sdformat \_parser, bool &success) override
- override
   std::unique\_ptr< Command

bool ShouldClose()

- I > Update() override
  - void DisplaySDFRootElement
  - (std::unique\_ptr< Commandl > &command, std::shared ptr
    - std::string OpenFileDialog () override

< SDFormatParserl > sdformat parser)

 static void GLFWErrorCallback (int error, const char \*description)