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

SaveFileCommand

- std::shared_ptr< GUII
  > gui
- std::shared_ptr< SDFormat
  ParserI > sdformatParser

+ SaveFileCommand(std
  ::shared_ptr< GUII >
  gui, std::shared_ptr
  < SDFormatParserI > sdformatParser,
  bool force_save_as_not_save)
- bool Execute()
- bool ExecuteUndo()
  override
- bool ExecuteRedo()
  override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState
  Irreversibly() override