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



- std::shared_ptr< GUIIgui
- std::shared_ptr< SDFormat Parserl > sdformatParsersdf::FlementPtr element
- _to_delete
 sdf::ElementPtr element
- _to_deletes_parent
 bool is currently undoable
- bool is_currently_redoable
- + DeleteElementCommand
- + DeleteElementCommand (std::shared_ptr< GUII > gui, std::shared_ptr
- < SDFormatParserl > sdformatParser, sdf::ElementPtr element_to_delete)
- bool Execute() override
- bool ExecuteUndo()
 override

bool ExecuteRedo()

- override
 bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded() override
- bool ChangesProgramState
 - Irreversibly() overridebool ElementRequired()