```
std::enable_shared
              from this < GUII >
                     GUII
  + virtual std::unique
     ptr< CommandI > Update
    (std::shared_ptr< CommandFactory
    I > command_factory)=0
  + virtual bool ShouldClose()=0
  + virtual void OpenChoiceDialog
    (DialogMessage dialogMessage,
     std::vector< std::pair< std
     ::string, bool > > &choices)=0
  + virtual void SetPreventInput
    Flag(bool set)=0
  + virtual std::unique
     lock< std::mutex >
     LockMutex()=0
  # virtual void Initialize
     (const std::string &windowName,
     std::shared_ptr< SDFormatParserI
     > sdformat_parser, bool &success)=0
                     GUI
  std::shared_ptr< Command
  Factory > command factory
  std::atomic< bool >
   prevent_input_flag
  GLFWwindow * window
  ImGuilO * io
  std::shared_ptr< SDFormat
Parserl > sdformat_parser
  sdf::ElementPtr element
  _to_append_to
  ImVec4 background_colour
  std::mutex gui_mutex
  bool use_dropdown_for
  _editing_attribute
  sdf::ParamPtr attribute
  _to_edit
  sdf::ElementPtr element
  _to_edit
  bool use_dropdown_for
   editing element
+ GUI(const std::string
   &window_name, std::shared 
_ptr< SDFormatParserl > sdformat
  _parser, bool &success)
  ~GUI()
  void OpenChoiceDialog
  (DialogMessage dialogMessage,
   std::vector< std::pair< std
  ::string, bool > > &choices)
   override
  void Initialize(const
   std::string &window
  _name, std::shared_ptr
< SDFormatParserl > sdformat
   parser, bool &success) override
  bool ShouldClose()
   override
  std::unique_ptr< Command
  I > Update(std::shared
   ptr< CommandFactoryI >
   command_factory) override
  void SetPreventInputFlag
  (bool set) override
  void DisplaySDFRootElement
  (std::unique_ptr< Commandl
> &command, std::shared_ptr
  < SDFormatParserl > sdformat
   parser, std::shared_ptr< CommandFactory
  I > command_factory)
  bool SetupNewFrame()
  void DrawCoreFrame
  _ptr< CommandFactoryI > command
  void CreateModifyAttribute
  Dropdown(sdf::ParamPtr
   attribute, std::unique
   _ptr< Commandl > &command,
   std::shared_ptr< CommandFactoryI
   > command_factory, int &unique_id)
  void CreateModifyElement
  Dropdown(sdf::ElementPtr
   element, std::unique_ptr
  < Commandl > &command, std
::shared_ptr< CommandFactoryl
> command_factory, int &unique_
  void CreateAppendElement
  Dropdown(sdf::ElementPtr
  element, std::unique_ptr
  < Commandl > &command, std
  ::shared ptr< CommandFactoryI
   > command_factory, int &unique_id)
  void CreateDropdown
  (const std::vector<
   std::string > &items,
  const std::vector< std
  ::string > &item_descriptions,
   int &selected_item, int &unique_id)
```

std::unique_lock< std
::mutex > LockMutex()

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

override