```
std::enable shared
_from_this< GUII >
       GUII
```

+ virtual std::unique

ptr< Commandl > Update()=0

+ virtual bool ShouldClose()=0

+ virtual std::string OpenFileDialog()=0

+ virtual void set_prevent

input flag(bool set)=0

virtual std::unique _lock< std::mutex > \overline{lock} mutex()=0

virtual void Initialize (const std::string &windowName, std::shared_ptr< SDFormatParserl > sdformat_parser, bool &success)=0

GUI

std::atomic< bool > prevent input flag

GLFWwindow * window ImGuilO * io

std::shared ptr< SDFormat Parserl $> s\overline{d}$ format parser ImVec4 background colour

std::mutex gui mutex

+ GUI(const std::string &window_name, std::shared _ptr< SDFormatParserl > sdformat _parser, bool &success)

+ ~GUI() void Initialize(const std::string &window name, std::shared_ptr

parser, bool &success) override bool ShouldClose() override

SDFormatParserl > sdformat

std::unique_ptr< Command

I > Update() override void set_prevent_input

_flag(bool set) override void DisplaySDFRootElement

(std::unique_ptr< Commandl > &command, std::shared_ptr

std::string OpenFileDialog

< SDFormatParserl > sdformat_parser)

() override std::unique_lock< std

::mutex > lock mutex () override

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