

## CommandFactoryI

- + virtual std::unique\_ptr< CommandI > MakeOpenFileCommand()=0
- + virtual std::unique\_ptr< CommandI > MakeDeleteElementCommand(sdf::ElementPtr element\_to\_delete)=0
- + virtual std::unique\_ptr< CommandI > MakeAddElementCommand(sdf::ElementPtr parent\_element, sdf::ElementPtr new\_element)=0
- + virtual std::unique\_ptr< CommandI > MakeUndoCommand()=0
- + virtual std::unique\_ptr< CommandI > MakeRedoCommand()=0
- + virtual std::unique\_ptr< CommandI > MakeSaveFileCommand()=0
- + virtual void PushToUndoCommandsStack(std::unique\_ptr< CommandI > command, const bool new\_change=true)=0
- + virtual void PushToRedoCommandsStack(std::unique\_ptr< CommandI > command)=0
- + virtual void ClearUndoRedoStacks()=0
- virtual void Initialize(std::shared\_ptr< GUI > gui, std::shared\_ptr< SDFFormatParserI > sdfformatParser)=0