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std::enable shared
from this GUII >
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GUII

- prevent input flag
- + std::mutex gui mutex
- + virtual std::unique
- ptr< CommandI > Update()=0 + virtual bool ShouldClose()=0
- + virtual std::string

+ std::atomic< bool >

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



GUI

- GLFWwindow * window
 - ImGuilO * io
 - std::shared ptr< SDFormat
 - Parserl > sdformat parser ImVec4 background colour
- + 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 < SDFormatParserl > sdformat parser, bool &success) override
- bool ShouldClose() override
- std::unique ptr< Command
- I > Update() override

() override

- void DisplaySDFRootElement
- (std::unique_ptr< Commandl > &command, std::shared ptr
- < SDFormatParserl > sdformat parser) std::string OpenFileDialog
- static void GLFWErrorCallback
- (int error, const char *description)