```
CmdBase c
 # m map
 # event type
 + CmdBase c()
 + ~CmdBase c()
 + undo()
 + redo()
 + getEveType()
  CmdAddTile c
- tileX
- tileY

    tileType

+ CmdAddTile c()
+ CmdAddTile c()
+ ~CmdAddTile c()
+ getTileX()
+ getTileY()
+ getTileType()
+ getMap()
+ undo()
+ redo()
```