

Move `is_directional_` out from SelectionTemplate

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Background

The selection-like classes (SelectionTemplate, VisibleSelection and SelectionForUndoStep) store a boolean member `is_directional_` that is getting passed all around. This parameter controls the following two behaviors:

1. Return value of `TextControlElement::selectionDirection`
 - a. If the current `FrameSelection` is directional, then computes the value by comparing base and extent;
 - b. otherwise, returns `kSelectionHasNoDirection`
2. When extending selection, which side to extend
 - a. If the selection to be modified is directional, always extend the extent
 - b. Otherwise, figure out which side to extend by `DirectionOf()`

We want to remove `is_directional_` from these selection-like classes to make them lighter, and also reduce passing the parameter around.

Plan

Given that `is_directional_` is only passed around in editing commands without being modified, it should be moved to `FrameSelection` and `EditCommand`, such that:

1. When setting `FrameSelection`, `is_directional_` should be passed via `SetSelectionOptions`
2. When creating an `EditCommand`:
 - a. For top-level command, obtain `is_directional_` from `FrameSelection`
 - b. Otherwise, it's created by another command; obtain `is_directional_` from thereIn this way, we don't need to pass around `is_directional_` inside editing commands
3. When undo/redo: pass the stored value of `is_directional_` in `EditCommand` to FS
4. When creating `SelectionModifier`, it obtains `is_directional_` from either `FrameSelection` or `EditCommand`, depending on which selection it's modifying