

```
smacc::ISmaccStateMachine  
::Reset
```



```
classDiagram
    class smacc_ISmaccStateMachine["smacc::ISmaccStateMachine"] {
        <<abstract>>
        +Reset()
    }
    class smacc_SmaccStateMachine["smacc::SmaccStateMachine"] {
        +Base< TimerStateMachine, TimerState >::Reset()
    }
    smacc_ISmaccStateMachine <|-- smacc_SmaccStateMachine
```

```
smacc::SmaccStateMachine  
Base< TimerStateMachine,  
TimerState >::Reset
```