```
# stateMachine
                            # components
                            + ISmaccClient()
                            + ~ISmaccClient()
                            + initialize()
                            + setStateMachine()
                            + getName()
                            + postEvent()
                            + postEvent()
                            + getComponent()
                            + createComponent()
                            configureEventSourceTypes()
                             smacc::ISmaccActionClient
                             # name
                             + ISmaccActionClient()
                              + ~ISmaccActionClient()
                              + getNamespace()
                              + cancelGoal()
                              + getState()
                           smacc::SmaccActionClient
                                 Base < ActionType >
                           + name
                           + onSucceeded_
                           + onAborted
                           + onPreempted_
                           + onRejected
                           + postSuccessEvent
                           + postAbortedEvent
                           + postPreemptedEvent
                           + postRejectedEvent
                           + postFeedbackEvent
                           + done cb
                           + active_cb
                           + feedback cb
                           # client
                           + ACTION DEFINITION()
                           + SmaccActionClientBase()
                           + ~SmaccActionClientBase()
                           + initialize()
                           + postResultEvent()
                           + configureEventSourceTypes()
                           + onSucceeded()
                           + onSucceeded()
                           + onAborted()
                           + onAborted()
                           + onPreempted()
                           + onPreempted()
                           + onRejected()
                           + onRejected()
                           + cancelGoal()
                           + getState()
                           + sendGoal()
                           + getEventLabel()
                           # onFeedback()
                           # onResult()
                 < move_base_msgs::MoveBase | < sm_dance_bot::LEDControl</pre>
                            Action >
                                                          Action >
smacc::SmaccActionClient
                                      smacc::SmaccActionClient
                                      Base < sm_dance_bot::LEDControl
Base < move_base_msgs::
     MoveBaseAction >
                                                  Action >
                                      + name_
+ name_
+ onSucceeded
                                      + onSucceeded
+ onAborted
                                      + onAborted
+ onPreempted
                                      + onPreempted
+ onRejected
                                      + onRejected
+ postSuccessEvent
                                      + postSuccessEvent
                                      + postAbortedEvent
+ postAbortedEvent
+ postPreemptedEvent
                                      + postPreemptedEvent
+ postRejectedEvent
                                      + postRejectedEvent
+ postFeedbackEvent
                                      + postFeedbackEvent
+ done cb
                                      + done cb
+ active cb
                                      + active cb
                                      + feedback cb
+ feedback cb
# client
                                      # client
+ ACTION_DEFINITION()
                                      + ACTION_DEFINITION()
+ SmaccActionClientBase()
                                      + SmaccActionClientBase()
                                      + ~SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
                                      + initialize()
+ postResultEvent()
                                      + postResultEvent()
+ configureEventSourceTypes()
                                      + configureEventSourceTypes()
+ onSucceeded()
                                      + onSucceeded()
+ onSucceeded()
                                      + onSucceeded()
+ onAborted()
                                      + onAborted()
+ onAborted()
                                      + onAborted()
+ onPreempted()
                                      + onPreempted()
                                      + onPreempted()
+ onPreempted()
+ onRejected()
                                      + onRejected()
+ onRejected()
                                      + onRejected()
+ cancelGoal()
                                      + cancelGoal()
+ getState()
                                      + getState()
                                      + sendGoal()
+ sendGoal()
+ getEventLabel()
                                      + getEventLabel()
# onFeedback()
                                      # onFeedback()
# onResult()
                                      # onResult()
     move base z client
                                           sm dance bot::cl led
       ::ClMoveBaseZ
                                                   ::CILED
     + plannerSwitcher_
                                           + ACTION DEFINITION()
     + ClMoveBaseZ()
     + ~ClMoveBaseZ()
                                           + CILED()
```

+ initialize()

+ getName()

+ getName()

+ ~CILED()

smacc::ISmaccClient