```
# stateMachine
# components
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
              Д
  smacc::client bases
     ::ISmaccActionClient
  # name
  + ISmaccActionClient()
   + ~ISmaccActionClient()
   + getNamespace()
   + cancelGoal()
   + getState()
                   smacc::client bases
                   ::SmaccActionClientBase
                           < 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()
                           < sm_dance_bot::LEDControl
                                    Action >
 smacc::client_bases
 ::SmaccActionClientBase
 < sm dance bot::LEDControlAction >
 + 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()
```

smacc::ISmaccClient

sm_dance_bot::cl_led ::ClLED + ACTION_DEFINITION() + CILED()

+ getName() + ~ClLED()

Δ

+ sendGoal()
+ getEventLabel()
onFeedback()
onResult()