```
smacc::ISmaccClient
  # stateMachine
  + ISmaccClient()
  + ~ISmaccClient()
  + initialize()
  + setStateMachine()
  + getName()
  + postEvent()
smacc::SmaccTimerClient
+ onTimerTick
+ C
# nh
# timer
# duration
# oneshot
+ SmaccTimerClient()
+ ~SmaccTimerClient()
+ initialize()
```

- timerCallback()