```
# stateMachine
  + ISmaccClient()
  + ~ISmaccClient()
  + initialize()
  + setStateMachine()
  + getName()
  + postEvent()
  + postEvent()
  - assignToOrthogonal()
            Д
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()
                  + assignToOrthogonal()
                  + onSucceeded()
                  + onSucceeded()
                  + onAborted()
                  + onAborted()
                  + onPreempted()
                  + onPreempted()
                  + onRejected()
                  + onRejected()
                  + cancelGoal()
                  + getState()
                  + sendGoal()
                  + getEventLabel()
                  # onFeedback()
                  # onResult()
                          < move_base_msgs::MoveBase
                                    Action >
   smacc::SmaccActionClient
   Base< move base msgs::
        MoveBaseAction >
   + name
   + onSucceeded
   + onAborted
   + onPreempted
   + onRejected_
   + postSuccessEvent
   + postAbortedEvent
   + postPreemptedEvent
   + postRejectedEvent
   + postFeedbackEvent
   + done_cb
+ active_cb
   + feedback_cb
   # client
   + ACTION DEFINITION()
   + SmaccActionClientBase()
   + ~SmaccActionClientBase()
   + initialize()
   + postResultEvent()
   + assignToOrthogonal()
   + onSucceeded()
   + onSucceeded()
   + onAborted()
   + onAborted()
   + onPreempted()
   + onPreempted()
   + onRejected()
   + onRejected()
   + cancelGoal()
   + getState()
   + sendGoal()
   + getEventLabel()
   # onFeedback()
   # onResult()
```

sm\_three\_some::Client2

smacc::ISmaccClient