smacc::SmaccSubStateBehavior

+ stateMachine
+ currentState

+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
+ postEvent()
+ requiresComponent()
+ getName()
+ onEntry()
+ onExit()

smacc::Keyboard

+ onEntry()
+ onExit()
+ keyboardListenerLoop()
+ postKeyEvent()