```
smacc::SmaccClientBehavior

→ stateMachine

  + currentState
  + currentOrthogonal
  + SmaccClientBehavior()
  + ~SmaccClientBehavior()
  + getName()
  + onEntry()
  + onExit()
  + postEvent()
  + requiresClient()
  + requiresComponent()
 assignToOrthogonal()
sm dance bot::Service3Behavior
```

serviceClient

+ Service3Behavior()

- value

+ onEntry()