```
smacc::SmaccSubStateBehavior

+ stateMachine
+ currentState

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

smacc::Timer

+ timerCallback()

+ nh + timer + duration + oneshot + Timer() + onEntry() + onExit()