```
smacc::ISmaccClient
   # stateMachine
   + ISmaccClient()
   + ~ISmaccClient()
   + initialize()
   + setStateMachine()
   + getName()
   + postEvent()
smacc::ISmaccActionClient
# name_
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getState()
                  smacc::SmaccActionClient
Base< TDerived, ActionType >
                   + name_
                   # client
                   + ACTION_DEFINITION()
+ SmaccActionClientBase()
                   + initialize()
                   + ~SmaccActionClientBase()
                   + cancelGoal()
                   + getState()
                   + sendGoal()
                   + getEventLabel()
                   # onFeedback()
                   # onResult()
                           < Client2, move_base
                           _msgs::MoveBaseAction >
   smacc::SmaccActionClient
   Base < Client2, move_base
    _msgs::MoveBaseAction >
   + name_
   # client
   + ACTION DEFINITION()
   + SmaccActionClientBase()
   + initialize()
   + ~SmaccActionClientBase()
   + cancelGoal()
   + getState()
   + sendGoal()
   + getEventLabel()
   # onFeedback()
   # onResult()
      sm_three_some::Client2
```