```
smacc::ISmaccClient
    # stateMachine
    + ISmaccClient()
    + ~ISmaccClient()
    + initialize()
    + setStateMachine()
    + getName()
    + postEvent()
 smacc::SmaccServiceClient
       < ServiceType >
 + serviceName
 # nh
 # client
 # initialized
 + SmaccServiceClient()
 + initialize()
 + call()
               < std srvs::SetBool >
 smacc::SmaccServiceClient
    < std srvs::SetBool >
 + serviceName
 # nh
 # client
 # initialized
 + SmaccServiceClient()
 + initialize()
 + call()
sm dance bot::ServiceClient3
+ ServiceClient3()
```