```
smacc::ISmaccComponent

# stateMachine_
# owner_

+ ISmaccComponent()
+ ~ISmaccComponent()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ configureEventSourceTypes()
```

sm_dance_bot_2::cl _lidar::CpLidarSensorData

+ lastMessage_ + forwardObstacleDistance

+ initialize()
+ MessageCallbackStoreDistance
ToWall()