## smacc::ISmaccClient # stateMachine + ISmaccClient() + ~ISmaccClient() + initialize() + setStateMachine() + getName() + postEvent() smacc::SmaccTopicSubscriber Client < MessageType > + onFirstMessageReceived + onMessageReceived + topicName + queueSize # nh - sub - firstMessage - initialized + SmaccTopicSubscriberClient() + ~SmaccTopicSubscriberClient() + initialize() messageCallback() < sensor msgs::Temperature > < std msgs::UInt16 > smacc::SmaccTopicSubscriber smacc::SmaccTopicSubscriber Client < sensor msgs::Temperature > Client < std msgs::UInt16 > smacc::SensorClient + onFirstMessageReceived + onFirstMessageReceived < MessageType > + onMessageReceived + onMessageReceived + topicName + topicName + onMessageTimeout + queueSize + queueSize + timeout # nh # nh - timeoutTimer - sub - sub initialized firstMessage firstMessage initialized initialized + SensorClient() + initialize() + SmaccTopicSubscriberClient() + SmaccTopicSubscriberClient() timeoutCallback() + ~SmaccTopicSubscriberClient() + ~SmaccTopicSubscriberClient() + initialize() + initialize() messageCallback() messageCallback() < sensor msgs::Temperature > smacc::SensorClient dance bot::KeyboardClient < sensor msgs::Temperature > + OnKeyPress + onMessageTimeout + c - initialized + timeout - timeoutTimer + KeyboardClient() - initialized + ~KeyboardClient() + SensorClient() + initialize() + onKeyboardMessage() + initialize() timeoutCallback() + postKeyEvent()