```
smacc::ISmaccClient
 # stateMachine
 # components
 + ISmaccClient()
 + ~ISmaccClient()
 + initialize()
 + setStateMachine()
 + getName()
 + postEvent()
 + postEvent()
 + getComponent()
 + createComponent()
 configureEventSourceTypes()
                 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::service3
    client::ClService3
 + ClService3()
```