```
# stateMachine
# components
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ createComponent()
configureEventSourceTypes()
 smacc::ISmaccActionClient
 # name
 + ISmaccActionClient()
 + ~ISmaccActionClient()
 + getNamespace()
 + cancelGoal()
 + getState()
                   smacc::SmaccActionClient
                        Base < ActionType >
                   + name
                   + onSucceeded_
                   + onAborted
                   + onPreempted
                   + onRejected
                   + postSuccessEvent
                   + postAbortedEvent
                   + postPreemptedEvent
                   + postRejectedEvent
                   + postFeedbackEvent
                   + done_cb
+ active_cb
                   + feedback cb
                   # client
                   + ACTION DEFINITION()
                   + SmaccActionClientBase()
                   + ~SmaccActionClientBase()
                   + initialize()
                   + postResultEvent()
                   + configureEventSourceTypes()
                   + onSucceeded()
                   + onSucceeded()
                   + onAborted()
                   + onAborted()
                   + onPreempted()
                   + onPreempted()
                   + onRejected()
                   + onRejected()
                   + cancelGoal()
                   + getState()
                   + sendGoal()
                   + getEventLabel()
                   # onFeedback()
                   # onResult()
                           < sm_dance_bot::LEDControl
                                    Action >
  smacc::SmaccActionClient
  Base < sm_dance_bot::LEDControl
               Action >
  + name
  + onSucceeded
  + onAborted
  + onPreempted_
  + onRejected
  + postSuccessEvent
  + postAbortedEvent
  + postPreemptedEvent
  + postRejectedEvent
  + postFeedbackEvent
  + done_cb
  + active cb
  + feedback cb
  # client
  + ACTION_DEFINITION()
  + SmaccActionClientBase()
  + ~SmaccActionClientBase()
  + initialize()
  + postResultEvent()
  + configureEventSourceTypes()
  + onSucceeded()
  + onSucceeded()
  + onAborted()
  + onAborted()
  + onPreempted()
  + onPreempted()
  + onRejected()
  + onRejected()
  + cancelGoal()
  + getState()
  + sendGoal()
  + getEventLabel()
  # onFeedback()
  # onResult()
       sm_dance_bot::cl_led
               ::CILED
```

+ ACTION DEFINITION()

+ CILED() + getName() + ~CILED()

smacc::ISmaccClient