```
smacc::ISmaccClient
  # stateMachine
  + ISmaccClient()
  + ~ISmaccClient()
  + initialize()
  + setStateMachine()
   + getName()
   + postEvent()
smacc::ISmaccActionClient
# name_
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getState()
+ hasFeedback()
+ getNamespace()
# postEvent()
# postFeedbackEvent()
                 smacc::SmaccActionClient
                      Base < ActionType >
                 + name_
                 # client
                 # feedback_queue_size_
                 # feedback_queue
                 # result_queue_size_
                 # result_queue_
                 + ACTION DEFINITION()
                 + SmaccActionClientBase()
                 + initialize()
                 + ~SmaccActionClientBase()
                 + cancelGoal()
                 + getState()
                 + hasFeedback()
                 + sendGoal()
                 # onFeedback()
                 # onResult()
                 # postEvent()
                 # postFeedbackEvent()
                         < move_base_msgs::MoveBase
                                    Action >
   smacc::SmaccActionClient
   Base< move_base_msgs::
        MoveBaseAction >
   + name_
   # client
   # feedback_queue_size_
   # feedback_queue_
   # result_queue_size
   # result_queue_
   + ACTION_DEFINITION()
   + SmaccActionClientBase()
   + initialize()
   + ~SmaccActionClientBase()
   + cancelGoal()
   + getState()
   + hasFeedback()
   + sendGoal()
   # onFeedback()
   # onResult()
   # postEvent()
   # postFeedbackEvent()
                Д
smacc::SmaccMoveBaseAction
              Client
 + plannerSwitcher_
 + SmaccMoveBaseActionClient()
 + initialize()
 + getName()
 + ~SmaccMoveBaseActionClient()
```