```
smacc::ISmaccClient
   # stateMachine_
   # components
   + ISmaccClient()
   + ~ISmaccClient()
   + initialize()
   + setStateMachine()
   + getName()
   + postEvent()
   + postEvent()
   + getComponent()
   + configureEventSourceTypes()
                   smacc::client bases
                   ::SmaccSubscriberClient
                         < MessageType >
                   + topicName
                   + queueSize
                   + onFirstMessageReceived_
                   + onMessageReceived_
                   + postMessageEvent
                   + postInitialMessageEvent
                   # nh
                   - sub

    firstMessage

                   - initialized
                   + SmaccSubscriberClient()
                   + ~SmaccSubscriberClient()
                   + onMessageReceived()
                   + onFirstMessageReceived()
                   + configureEventSourceTypes()
                   + initialize()
                   - messageCallback()
                         < ClLaserSensor >
smacc::client bases
::SmaccSubscriberClient
      < ClLaserSensor >
+ topicName
+ queueSize
+ onFirstMessageReceived
+ onMessageReceived_
+ postMessageEvent
+ postInitialMessageEvent
# nh
- sub

    firstMessage_

- initialized
+ SmaccSubscriberClient()
+ ~SmaccSubscriberClient()
+ onMessageReceived()
+ onFirstMessageReceived()
+ configureEventSourceTypes()
+ initialize()
messageCallback()
   sm dance bot 2::cl
```

lidar::CbLidarSensor

+ onMessageCallback()

+ CbLidarSensor() + onEntry()