```
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()
```