```
smacc::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
# configureEventSourceTypes()
 sm dance bot 2::cl
  lidar::CpLidarSensorData
  + lastMessage
```

+ forwardObstacleDistance

+ initialize() + storeMessage()