## smacc::LogicUnit + ownerState + postEventFn + eventTypes + eventCallbacks + LogicUnit() + onInitialized() + initialize() + notifyEvent() + onEventNotified() + createEventCallback() + createEventCallback() + update() + triggers() + declarePostEvent() smacc::LuEventCountdown smacc::LuConditional triggeredEvents - triggeredEvents eventCount conditionFlag + LuEventCountdown() + LuConditional() + onInitialized() + ~LuConditional() + onEventNotified() + triggers() + triggers()

smacc::LuAllEventsGo

- triggeredEvents

+ LuAllEventsGo()

+ onEventNotified()

+ onInitialized()

+ triggers()