```
smacc::SmaccSubStateBehavior

+ stateMachine
+ currentState
+ currentOrthogonal

+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getName()
+ onEntry()
+ onExit()
```

sm_dance_bot::Service3Behavior

- serviceClient
- value_
- + Service3Behavior() + onEntry()