

```
sc::simple_state< Execute  
ToolState , SimpleStateMachine  
, mpl::list<> , sc::has_no  
_history >
```

```
smacc::SmaccState<  
ExecuteToolState, SimpleState  
Machine >
```

```
ExecuteToolState
```

```
graph RL; ExecuteToolState --> SmaccState; ExecuteToolState --> SimpleState; SmaccState --> SimpleState;
```

The diagram illustrates the inheritance hierarchy of three state machine classes. On the right is a gray box labeled 'ExecuteToolState'. Two blue arrows point from it to the left: one to a box labeled 'smacc::SmaccState< ExecuteToolState, SimpleStateMachine >' and another to a box labeled 'sc::simple\_state< ExecuteToolState, SimpleStateMachine, mpl::list<>, sc::has\_no\_history >'. A third blue arrow points from the 'smacc::SmaccState' box to the 'sc::simple\_state' box, indicating that 'smacc::SmaccState' inherits from 'sc::simple\_state'.