```
smacc::SmaccSubStateBehavior
+ stateMachine
+ currentState
+ currentOrthogonal
+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getName()
+ onEntry()
+ onExit()
   sm dance bot::SbRotate
   + listener
   + moveBaseClient
   + rotateDegree
   + SbRotate()
   + SbRotate()
   + onEntry()
```