```
smacc::LogicUnit
+ ownerState
+ postEventFn
+ eventTypes
+ LogicUnit()
+ onInitialized()
+ initialize()
+ notifyEvent()
+ onEventNotified()
+ update()
+ triggers()
+ declarePostEvent()
```

smacc::LuAllEventsGo

triggeredEvents+ LuAllEventsGo()+ onInitialized()+ onEventNotified()

+ triggers()