## smacc::SmaccClientBehavior + stateMachine + currentState + currentOrthogonal smacc::ISmaccUpdatable + SmaccClientBehavior() + ~SmaccClientBehavior() + getName() + onEntry() + update() + onExit() + postEvent() + requiresClient() + requiresComponent() - assignToOrthogonal() sm dance bot::CbUpdatable StringPublisher + publisherClient + CbUpdatableStringPublisher() + onEntry() + onExit() + update()