```
smacc::Orthogonal

    stateMachine

 - clientBehaviors
 - clients
 + setStateMachine()
 + addClientBehavior()
 + onEntry()
 + onExit()
 + getName()
 + createClient()
 + requiresComponent()
 + requiresClient()
 + getClients()
 + getClientBehaviors()
 + getClientBehavior()
 - onInitialize()
sm dance bot::OrService3
```

+ onInitialize()