```
smacc::SmaccSubStateBehavior

→ stateMachine

+ currentState
+ currentOrthogonal
+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
+ postEvent()
+ requiresClient()
+ requiresComponent()
+ getName()
+ onEntry()
+ onExit()
       smacc::Kevboard
   + onEntry()
   + onExit()
   + keyboardListenerLoop()
   + postKeyEvent()
```