```
# stateMachine
   + ISmaccClient()
   + ~ISmaccClient()
   + initialize()
   + setStateMachine()
   + getName()
   + postEvent()
smacc::ISmaccActionClient
# name
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getState()
                  smacc::SmaccActionClient
                  Base < TDerived, ActionType >
                  + name
                  # client
                  # onSucceeded
                  # onAborted
                  # onPreempted_
                  # onCancelled_
                  # onRejected_
                  + ACTION DEFINITION()
                  + SmaccActionClientBase()
                  + ~SmaccActionClientBase()
                  + initialize()
                  + onSucceeded()
                  + onSucceeded()
                  + onAborted()
                  + onAborted()
                  + onPreempted()
                  + onPreempted()
                  + onCancelled()
                  + onCancelled()
                  + onRejected()
                  + onRejected()
                  + cancelGoal()
                  + getState()
                  + sendGoal()
                  + getEventLabel()
                  # onFeedback()
                  # onResult()
                          < Client2, move base
                          msgs::MoveBaseAction >
   smacc::SmaccActionClient
   Base < Client2, move_base
    _msgs::MoveBaseAction >
   + name
   # client
   # onSucceeded_
   # onAborted
   # onPreempted
   # onCancelled_
   # onRejected
   + ACTION DEFINITION()
   + SmaccActionClientBase()
   + ~SmaccActionClientBase()
     initialize()
   + onSucceeded()
   + onSucceeded()
   + onAborted()
   + onAborted()
   + onPreempted()
   + onPreempted()
+ onCancelled()
   + onCancelled()
   + onRejected()
   + onRejected()
   + cancelGoal()
   + getState()
   + sendGoal()
   + getEventLabel()
   # onFeedback()
   # onResult()
     sm_three_some::Client2
```

smacc::ISmaccClient