```
smacc::SmaccSubStateBehavior
+ stateMachine
+ currentState
+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
+ postEvent()
+ requiresComponent()
+ getName()
+ onEntry()
+ onExit()
      smacc::SbKeyboard
      + keyboardClient
```

+ onEntry() + onExit() + OnKeyPress() + postKeyEvent()