```
smacc::LogicUnit

→ ownerState

+ postEventFn
+ eventTypes
+ LogicUnit()
+ onInitialized()
+ initialize()
+ notifyEvent()
+ onEventNotified()
+ update()
+ triggers()
+ declarePostEvent()
```

smacc::LuAllEventsGo

triggeredEvents

+ LuAllEventsGo() + onInitialized() + onEventNotified() + triggers()