```
# stateMachine
                 # components
                 + ISmaccClient()
                 + ~ISmaccClient()
                 + initialize()
                 + setStateMachine()
                 + getName()
                 + postEvent()
                 + postEvent()
                 + getComponent()
                 + createComponent()
                 configureEventSourceTypes()
                   smacc::ISmaccActionClient
                   # name
                   + ISmaccActionClient()
                   + ~ISmaccActionClient()
                   + getNamespace()
                   + cancelGoal()
                   + getState()
                 smacc::SmaccActionClient
                      Base < ActionType >
                 + name
                 + onSucceeded
                 + onAborted
                 + onPreempted_
                 + onRejected
                 + postSuccessEvent
                 + postAbortedEvent
                 + postPreemptedEvent
                 + postRejectedEvent
                 + postFeedbackEvent
                 + done_cb
                 + active_cb
                 + feedback cb
                 # client
                 + ACTION DEFINITION()
                 + SmaccActionClientBase()
                 + ~SmaccActionClientBase()
                 + initialize()
                 + postResultEvent()
                 + configureEventSourceTypes()
                 + onSucceeded()
                 + onSucceeded()
                 + onAborted()
                 + onAborted()
                 + onPreempted()
                 + onPreempted()
                 + onRejected()
                 + onRejected()
                 + cancelGoal()
                 + getState()
                 + sendGoal()
                 + getEventLabel()
                 # onFeedback()
                 # onResult()
                  < smacc action client
                                               < move_base_msgs::MoveBase
                  _generic::ToolControlAction >
                                                         Action >
smacc::SmaccActionClient
                                    smacc::SmaccActionClient
Base < smacc_action_client
                                    Base< move_base_msgs::
 _generic::ToolControlAction >
                                          MoveBaseAction >
                                    + name_
+ onSucceeded_
                                    + onSucceeded_
+ onAborted
                                    + onAborted
+ onPreempted
                                    + onPreempted
                                    + onRejected
+ onRejected
+ postSuccessEvent
                                    + postSuccessEvent
+ postAbortedEvent
                                    + postAbortedEvent
                                    + postPreemptedEvent
+ postPreemptedEvent
+ postRejectedEvent
                                    + postRejectedEvent
+ postFeedbackEvent
                                    + postFeedbackEvent
+ done cb
                                    + done cb
+ active cb
                                    + active cb
+ feedback cb
                                    + feedback cb
                                    # client
+ ACTION DEFINITION()
                                    + ACTION DEFINITION()
                                    + SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
                                    + ~SmaccActionClientBase()
+ initialize()
                                    + initialize()
+ postResultEvent()
                                    + postResultEvent()
+ configureEventSourceTypes()
                                    + configureEventSourceTypes()
+ onSucceeded()
                                    + onSucceeded()
+ onSucceeded()
                                    + onSucceeded()
+ onAborted()
                                    + onAborted()
                                    + onAborted()
+ onAborted()
+ onPreempted()
                                    + onPreempted()
+ onPreempted()
                                    + onPreempted()
+ onRejected()
                                    + onRejected()
+ onRejected()
                                    + onRejected()
+ cancelGoal()
                                    + cancelGoal()
+ getState()
                                    + getState()
+ sendGoal()
                                    + sendGoal()
+ getEventLabel()
                                    + getEventLabel()
                                    # onFeedback()
# onFeedback()
# onResult()
                                    # onResult()
                                      move base z client
smacc::SmaccToolActionClient
                                         ::ClMoveBaseZ
                                                                sm three some::client
                                                                     2::ClClient2
                                      + plannerSwitcher_
+ ACTION_DEFINITION()
                                      + ClMoveBaseZ()
+ SmaccToolActionClient()
                                      + ~ClMoveBaseZ()
+ getName()
                                      + initialize()
```

+ getName()

+ name\_

# client

+ ~SmaccToolActionClient()

smacc::ISmaccClient