```
# 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()
                           < move_base_msgs::MoveBase
                                     Action >
    smacc::SmaccActionClient
    Base< move_base_msgs::
          MoveBaseAction >
    + 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()
```

sm three some::ClClient2

smacc::ISmaccClient