```
smacc::ISmaccComponent
# stateMachine
+ ISmaccComponent()
+ ~ISmaccComponent()
+ init()
+ init()
+ setStateMachine()
+ getName()
+ postEvent()
            Δ
   smacc::ISmaccClient
   + ISmaccClient()
   + ~ISmaccClient()
smacc::ISmaccActionClient
# name
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ init()
+ init()
+ getState()
+ hasFeedback()
+ getNamespace()
# postEvent()
# postFeedbackEvent()
            Δ
                  smacc::SmaccActionClient
                      Base < ActionType >
                  # client
                  # feedback_queue_size_
# feedback_queue_
                  # result_queue_size_
                  # result_queue
                  + ACTION DEFINITION()
                  + SmaccActionClientBase()
                  + init()
                  + init()
                  + ~SmaccActionClientBase()
                  + cancelGoal()
                  + getState()
                  + hasFeedback()
                  + sendGoal()
                  # onFeedback()
                  # onResult()
                  # postEvent()
                  # postFeedbackEvent()
                          < move_base_msgs::MoveBase
                                     Action >
   smacc::SmaccActionClient
   Base < move_base_msgs::
        MoveBaseAction >
   # client
   # feedback_queue_size_
   # feedback_queue_
   # result_queue_size_
# result_queue_
   + ACTION_DEFINITION()
   + SmaccActionClientBase()
   + init()
   + init()
   + ~SmaccActionClientBase()
   + cancelGoal()
   + getState()
   + hasFeedback()
   + sendGoal()
   # onFeedback()
   # onResult()
   # postEvent()
   # postFeedbackEvent()
 smacc::SmaccMoveBaseAction
               Client
 + SmaccMoveBaseActionClient()
 + SmaccMoveBaseActionClient()
 + getName()
```

+ ~SmaccMoveBaseActionClient()