```
smacc::ISmaccClient
  # stateMachine
  + ISmaccClient()
   + ~ISmaccClient()
   + initialize()
  + setStateMachine()
   + getName()
   + postEvent()
smacc::ISmaccActionClient
# name
+ ISmaccActionClient()
+ ~ISmaccActionClient()
+ getNamespace()
+ cancelGoal()
+ getState()
            Д
                  smacc::SmaccActionClient
                  Base< TDerived, ActionType >
                  + name
                  # client_
                  + ACTION_DEFINITION()
                  + SmaccActionClientBase()
                  + initialize()
                  + ~SmaccActionClientBase()
                  + cancelGoal()
                  + getState()
                  + sendGoal()
                  + getEventLabel()
                  # onFeedback()
                  # onResult()
                           < Client2, move_base
                          _msgs::MoveBaseAction >
    smacc::SmaccActionClient
    Base< Client2, move_base
     msgs::MoveBaseAction >
    + name
    # client_
    + ACTION_DEFINITION()
    + SmaccActionClientBase()
    + initialize()
    + ~SmaccActionClientBase()
    + cancelGoal()
    + getState()
    + sendGoal()
    + getEventLabel()
    # onFeedback()
    # onResult()
      sm_three_some::Client2
```