```
smacc::Orthogonal

    stateMachine

- currentBehavior
- clients
+ setStateMachine()
+ setStateBehavior()
+ onEntry()
+ onExit()
+ getName()
+ createClient()
+ requiresComponent()
+ requiresClient()
+ getClients()
- onInitialize()
```

sm_dance_bot::Service3Orthogonal

+ onInitialize()