```
smacc::SmaccSubStateBehavior

+ stateMachine
+ currentState
+ currentOrthogonal

+ SmaccSubStateBehavior()
+ ~SmaccSubStateBehavior()
```

- + SmaccSubStateBenavior()
  + ~SmaccSubStateBehavior()
  + postEvent()
  + requiresClient()
  - + requiresCilent() + requiresComponent()
- + getName() + onEntry()
  - + onExit()



## sm\_dance\_bot::SbUndoPath Backwards

- listener
- moveBaseClient\_
- odomTracker\_
- onEntry()