```
# 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\ < sm_dance_bot::LEDControl</pre>
                           Action >
                                                          Action >
                                    smacc::SmaccActionClient
smacc::SmaccActionClient
                                    Base < sm_dance_bot::LEDControl
Base< move base msgs::
                                                Action >
     MoveBaseAction >
+ name
                                    + name
+ onSucceeded
                                    + onSucceeded
+ onAborted
                                    + onAborted
+ onPreempted_
                                    + onPreempted_
+ onRejected
                                    + onRejected
+ postSuccessEvent
                                    + postSuccessEvent
+ postAbortedEvent
                                    + postAbortedEvent
+ postPreemptedEvent
                                    + postPreemptedEvent
+ postRejectedEvent
                                    + postRejectedEvent
+ postFeedbackEvent
                                    + postFeedbackEvent
+ done cb
                                    + done cb
+ active cb
                                    + active cb
                                    + feedback cb
+ feedback cb
                                    # client
# client
+ ACTION_DEFINITION()
                                    + ACTION_DEFINITION()
+ SmaccActionClientBase()
                                    + SmaccActionClientBase()
                                    + ~SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
                                    + initialize()
+ postResultEvent()
                                    + postResultEvent()
                                    + configureEventSourceTypes()
+ configureEventSourceTypes()
+ onSucceeded()
                                    + onSucceeded()
+ onSucceeded()
                                    + onSucceeded()
+ onAborted()
                                    + onAborted()
                                    + onAborted()
+ onAborted()
+ onPreempted()
                                    + onPreempted()
+ onPreempted()
                                    + onPreempted()
+ onRejected()
                                    + onRejected()
+ onRejected()
                                    + onRejected()
+ cancelGoal()
                                    + cancelGoal()
                                    + getState()
+ getState()
+ sendGoal()
                                    + sendGoal()
+ getEventLabel()
                                    + getEventLabel()
# onFeedback()
                                    # onFeedback()
# onResult()
                                    # onResult()
     move base z client
                                         sm dance bot::cl led
       ::ClMoveBaseZ
                                                 ::CILED
     + plannerSwitcher_
                                         + ACTION DEFINITION()
     + ClMoveBaseZ()
                                         + CILED()
     + ~ClMoveBaseZ()
```

+ initialize()

+ getName()

+ getName() + ~ClLED()

smacc::ISmaccClient