## # components stateMachine\_ orthogonal + ISmaccClient() + ~ISmaccClient() + onInitialize() + getName() + getComponent() + getComponent() + getType() + getStateMachine() + connectSignal() + requiresClient() + getComponents() + postEvent() + postEvent() # onOrthogonalAllocation() # createComponent() # createNamedComponent() #getNode() # getLogger() - initialize() - setStateMachine() setOrthogonal() smacc::client\_bases ::ISmaccActionClient # name + ISmaccActionClient() + ~ISmaccActionClient() + getNamespace() + cancelGoal() + getClientBase() smacc::client\_bases ::SmaccActionClientBase < ActionType > + name\_ + lastRequest\_ + goalHandle + onSucceeded\_ + onAborted + onCancelled + postSuccessEvent + postAbortedEvent + postCancelledEvent + postFeedbackEvent + done cb + feedback\_cb # client\_ + SmaccActionClientBase() + SmaccActionClientBase() + ~SmaccActionClientBase() + getClientBase() + onInitialize() + postResultEvent() + onOrthogonalAllocation() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onCancelled() + onCancelled() + cancelGoal() + sendGoal() + getEventLabel() # onFeedback() # onResult() < sm\_dance\_bot\_msgs < nav2 msgs::action ::action::LEDControl > ::NavigateToPose > smacc::client bases smacc::client bases ::SmaccActionClientBase :: SmaccAction Client Base< nav2\_msgs::action::NavigateTo < sm\_dance\_bot\_msgs::action Pose > ::LEDControl > + name + name\_ + lastRequest\_ + lastRequest\_ + goalHandle + goalHandle + onSucceeded\_ + onSucceeded\_ + onAborted + onAborted + onCancelled + onCancelled + postSuccessEvent + postSuccessEvent + postAbortedEvent + postAbortedEvent + postCancelledEvent + postCancelledEvent + postFeedbackEvent + postFeedbackEvent + done cb + done cb + feedback\_cb + feedback\_cb # client # client + SmaccActionClientBase() + SmaccActionClientBase() + SmaccActionClientBase() + SmaccActionClientBase() + ~SmaccActionClientBase() + ~SmaccActionClientBase() + getClientBase() + getClientBase() + onInitialize() + onInitialize() + postResultEvent() + postResultEvent() + onOrthogonalAllocation() + onOrthogonalAllocation() + onSucceeded() + onSucceeded() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onAborted() + onAborted() + onCancelled() + onCancelled() + onCancelled() + onCancelled() + cancelGoal() + cancelGoal() + sendGoal() + sendGoal() + getEventLabel() + getEventLabel() # onFeedback() # onFeedback() # onResult() # onResult() sm\_dance\_bot\_strikes sm\_dance\_bot::cl\_led cl move base z::ClMoveBaseZ back::cl led::ClLED ::CILED + CIMoveBaseZ() + CILED() + CILED() + ~CIMoveBaseZ() + getName() + getName() + getName() + ~CILED() + ~CILED()

smacc::ISmaccClient