```
# components

    stateMachine

    orthogonal

                  + ISmaccClient()
                  + ~ISmaccClient()
                  + onInitialize()
                  + getName()
                  + getComponent()
                  + getComponent()
                  + getType()
                  + getStateMachine()
                  + connectSignal()
                  + requiresClient()
                  + getComponents()
                  + postEvent()
                  + postEvent()
                  # onOrthogonalAllocation()
                  # createComponent()
                  # createNamedComponent()
                  # getNode()
                  # getLogger()
                  - initialize()
                  setStateMachine()
                  - setOrthogonal()
                               Δ
                    smacc::client bases
                    ::SmaccServiceClient
                        < ServiceType >
                    + serviceName_
                    # client
                    # initialized
                    + SmaccServiceClient()
                    + onInitialize()
                    + call()
                                 < std_srvs::srv::SetBool >
                   smacc::client_bases
                   ::SmaccServiceClient
                   < std_srvs::srv::SetBool >
                   + serviceName
                   # client
                   # initialized
                   + SmaccServiceClient()
                   + onInitialize()
                   + call()
                                         R
sm dance bot::cl service3
                                   sm dance bot strikes
       ::CIService3
                                    _back::cl_service3::ClService3
+ CIService3()
                                   + CIService3()
```

smacc::ISmaccClient