```
smacc::ISmaccOrthogonal
# clients
- stateMachine
- clientBehaviors
+ setStateMachine()
+ getStateMachine()
+ addClientBehavior()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getName()
+ requiresComponent()
+ requiresClient()
+ getClients()
+ getClientBehaviors()
+ setGlobalSMData()
+ getGlobalSMData()
+ getClientBehavior()
+ getNode()
+ getLogger()
# onInitialize()
# initializeClients()
# assignClientToOrthogonal()
                    smacc::Orthogonal<
                       TOrthogonal >
                    + createClient()
                       < OrLED >
     smacc::Orthogonal<
           OrLED >
     + createClient()
    sm dance bot strikes
         back::OrLED
    + onInitialize()
```