```
sarafun::ExecuteAction
        < ActionClass, ActionGoal >

    action client

        - goal
        - action name
        - start time
        + ExecuteAction()
        + ~ExecuteAction()
        + executionRoutine()
        + preemptionRoutine()
        # fillGoal()
        # getTimeoutValue()
        # fillParameter()
        # fillParameter()
        # fillParameter()
        # fillParameter()
        # isSystemActive()
                       < sarafun msgs::GraspKeyframe
                       Action, sarafun msgs::GraspKeyframe
                                       Goal >
sarafun::ExecuteAction
< sarafun msgs::GraspKeyframe
Action, sarafun_msgs::GraspKeyframeGoal >

    action client

- goal
action_name_
- start time
+ ExecuteAction()
+ ~ExecuteAction()
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+ preemptionRoutine()
# fillGoal()
# getTimeoutValue()
# fillParameter()
# fillParameter()
# fillParameter()
# fillParameter()
# isSystemActive()
            sarafun::GraspAction
            - node_handle_
            - node_name_
            - bt name
            + GraspAction()
            + ~GraspAction()
            + fillGoal()
            + getTimeoutValue()
```