```
smacc::ISmaccClient
# components

    stateMachine

    orthogonal

+ ISmaccClient()
  ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
             Д
                      L)
                   smacc::client_bases
                   ::SmaccSubscriberClient
                        < MessageType >
                   + topicName
                   + queueSize
                   + onFirstMessageReceived_
                   + onMessageReceived_
                   + postMessageEvent
                   + postInitialMessageEvent
                   # nh
                   - sub
                   firstMessage_
                   initialized_
                   + SmaccSubscriberClient()
                   + SmaccSubscriberClient()
                   + ~SmaccSubscriberClient()
                   + onMessageReceived()
                   + onFirstMessageReceived()
                   + onOrthogonalAllocation()
                   + initialize()
                   messageCallback()
                         < std_msgs::UInt16 >
 smacc::client_bases
 ::SmaccSubscriberClient
    < std_msgs::UInt16 >
 + topicName
 + queueSize
 + onFirstMessageReceived
 + onMessageReceived_
 + postMessageEvent
 + postInitialMessageEvent
 # nh
 - sub

    firstMessage_

    initialized

 + SmaccSubscriberClient()
 + SmaccSubscriberClient()
 + ~SmaccSubscriberClient()
 + onMessageReceived()
 + onFirstMessageReceived()
 + onOrthogonalAllocation()
 + initialize()
 messageCallback()
```

## cl\_keyboard::ClKeyboard

- + OnKeyPress\_ + postEventKeyPress - initialized
- + OnKeyPress() + ClKeyboard()
- + ~ClKeyboard() + initialize()
- + onOrthogonalAllocation()
- + onKeyboardMessage()
- + postKeyEvent()