```
smacc::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
  cl move group interface
      ::GraspingComponent
  + fingerTipNames
```

+ currentAttachedObjectName

graspingObjects

+ getGraspingObject()
+ createGraspableBox()