smacc::ISmaccClient # components stateMachine orthogonal + ISmaccClient() + ~ISmaccClient() smacc::ISmaccUpdatable + initialize() + getName() periodDuration + postEvent() lastUpdate + postEvent() + getComponent() + ISmaccUpdatable() + getComponent() + ISmaccUpdatable() + executeUpdate() + getType() + getStateMachine() + setUpdatePeriod() + connectSignal() # update() + requiresClient() + getComponents() # onOrthogonalAllocation() # createComponent() # createNamedComponent() # setStateMachine() # setOrthogonal() sm fetch two table pick n place 1::cl perception system::CIPerception System + detectedCubePose0 + detectedCubePose1 + detectedCubePose2 + originalCube0Pose + originalCube1Pose + originalCube2Pose + cube0DestinationInTable1 + cube1DestinationInTable0 + cube2DestinationInTable1 + startTime + readDelay + decissionsCount + currentCube + CIPerceptionSystem() + ~CIPerceptionSystem() + nextCube() + retryCubeAfterFail() + update() + getCurrentTable() + decidePickCubePose()

+ decidePlacePose()