```
# components
               - stateMachine
               - orthogonal
               + ISmaccClient()
               + ~ISmaccClient()
               + initialize()
               + getName()
               + postEvent()
               + postEvent()
               + getComponent()
               + getComponent()
               + configureEventSourceTypes()
               + getType()
               + getStateMachine()
               + connectSignal()
               + requiresClient()
               + getComponents()
               # createComponent()
               # createNamedComponent()
               # setStateMachine()
               # setOrthogonal()
                  smacc::client bases
                   ::SmaccServiceClient
                      < ServiceType >
                  + serviceName
                  # nh
                  # client
                  # initialized
                   + SmaccServiceClient()
                   + initialize()
                   + call()
                               < std_srvs::SetBool >
                  smacc::client bases
                  ::SmaccServiceClient
                    < std_srvs::SetBool >
                  + serviceName
                  # nh_
                  # client
                  # initialized_
                   + SmaccServiceClient()
                   + initialize()
                   + call()
sm_dance_bot::cl_service3
                                 sm dance bot strikes
       ::ClService3
                                  back::cl service3::ClService3
+ CIService3()
                                 + CIService3()
```

smacc::ISmaccClient