## smacc::ISmaccClient # components stateMachine orthogonal + ISmaccClient() + ~ISmaccClient() smacc::ISmaccUpdatable + initialize() + getName() periodDuration + postEvent() lastUpdate + postEvent() + getComponent() + ISmaccUpdatable() + getComponent() + ISmaccUpdatable() + executeUpdate() + configureEventSourceTypes() + setUpdatePeriod() + getType() + getStateMachine() # update() + connectSignal() + requiresClient() + getComponents() # createComponent() # createNamedComponent() # setStateMachine() # setOrthogonal() sm moveit 4::cl perception system::CIPerceptionSystem + startTime + readDelay + decissionsCount + currentCube + tfListener + tfBroadcaster + gazeboStateSubscriber + lastUpdateStamp + updatePeriod + tableCollision + cubeCollision + planningSceneInterface + cubeInfos + tablesInfo + tablePoses + CIPerceptionSystem() + ~CIPerceptionSystem() + configureEventSourceTypes() + initialize() + identifyCubeColorsByNames() + simulatedLinkStateCallback() + propagateLinkStatesToTf() + nextCube() + retryCubeAfterFail() + update() + getCurrentTable() + decidePickCubePose() + decidePlacePose()