```
smacc::ISmaccClient
  # components_

    stateMachine

    orthogonal_

  + ISmaccClient()
  + ~ISmaccClient()
  + initialize()
  + getName()
  + postEvent()
  + postEvent()
  + getComponent()
  + configureEventSourceTypes()
  + getType()
  + getStateMachine()
  + connectSignal()
  + requiresClient()
  + getComponents()
  # createComponent()
  # setStateMachine()
  # setOrthogonal()
     smacc::client_bases
       ::ISmaccActionClient
     # name_
     + ISmaccActionClient()
     + ~ISmaccActionClient()
     + getNamespace()
     + cancelGoal()
     + getState()
                     smacc::client_bases
                      ::SmaccActionClientBase
                             < ActionType >
                      + name
                      + onSucceeded
                      + onAborted
                      + onPreempted
                      + onRejected
                      + postSuccessEvent
                      + postAbortedEvent
                      + postPreemptedEvent
                      + postRejectedEvent
                      + postFeedbackEvent
                      + done_cb
                      + active_cb
                      + feedback_cb
                      # client
                      + ACTION_DEFINITION()
                      + SmaccActionClientBase()
                      + ~SmaccActionClientBase()
                      + initialize()
                      + postResultEvent()
                      + configureEventSourceTypes()
                      + onSucceeded()
                      + onSucceeded()
                      + onAborted()
                      + onAborted()
                      + onPreempted()
                      + onPreempted()
                      + onRejected()
                      + onRejected()
                      + cancelGoal()
                      + getState()
                      + sendGoal()
                      + getEventLabel()
                      # onFeedback()
                      # onResult()
                            < sm_dance_bot::LEDControl
                                     Action >
smacc::client_bases
::SmaccActionClientBase
< sm_dance_bot::LEDControlAction >
+ name
+ onSucceeded
+ onAborted
+ onPreempted
+ onRejected
+ postSuccessEvent
+ postAbortedEvent
+ active_cb
+ feedback_cb
```

+ postPreemptedEvent + postRejectedEvent + postFeedbackEvent + done_cb # client + ACTION_DEFINITION() + SmaccActionClientBase() + ~SmaccActionClientBase() + initialize() + postResultEvent() + configureEventSourceTypes() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onPreempted() + onPreempted() + onRejected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult() Д sm_dance_bot::cl_led ::CILED

+ ACTION DEFINITION()

+ CILED() + getName() + ~CILED()