## smacc::ISmaccClient

- # components
- stateMachine
- orthogonal
- + ISmaccClient()
- + ~ISmaccClient() + initialize()
- + getName()
- + postEvent() + postEvent()
- + getComponent()
- + getComponent()
- + configureEventSourceTypes()
- + getType() + getStateMachine()
- + connectSignal()
- + requiresClient()
- + getComponents()
- # createComponent()
- # createNamedComponent() # setStateMachine()
- # setOrthogonal()



## moveit z client::ClMoveGroup

- + moveGroupClientInterface
- + planningSceneInterface postEventMotionExecution
- Succeded
- postEventMotionExecution
- Failed
- onSucceded
- onFailed
- + ClMoveGroup()
- + ~ClMoveGroup() + postEventMotionExecution
- Succeded()
- + postEventMotionExecution
- Failed()
- + configureEventSourceTypes() + onMotionExecutionSuccedded()
- + onMotionExecutionFailed()