```
# components_

    stateMachine

    orthogonal_

+ ISmaccClient()
+ ~ISmaccClient()
+ configureEventSourceTypes()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# createComponent()
# createNamedComponent()
# 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()
                    + ~SmaccActionClientBase()
                    + initialize()
                    + postResultEvent()
                    + configureEventSourceTypes()
                    + onSucceeded()
                    + onSucceeded()
                    + onAborted()
                    + onAborted()
                    + onPreempted()
                    + onPreempted()
                    + onRejected()
                    + onRejected()
                    + cancelGoal()
                    + getState()
                    + sendGoal()
                    + getEventLabel()
                    # onFeedback()
                    # onResult()
                           < control_msgs::GripperCommand
                                      Action >
smacc::client_bases
::SmaccActionClientBase
< control_msgs::GripperCommand
            Action >
+ name
+ onSucceeded
+ onAborted
+ onPreempted
+ onRejected
+ postSuccessEvent
+ postAbortedEvent
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
+ done_cb
+ active_cb
+ feedback cb
# client
+ ACTION DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ configureEventSourceTypes()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
```

smacc::ISmaccClient

+ ClGripper() + ClGripper() + ClGripper() + ~ClGripper() + getName()

+ executeSetGripperPosition

+ executeOpenGripper()

sm\_moveit\_4::cl\_gripper

Д

+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()

Value()