```
smacc::ISmaccClient
               # 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
                   # initialīzed
                   + SmaccServiceClient()
                   + initialize()
                   + call()
sm_dance bot::cl service3
                                 sm dance bot strikes
       ::ClService3
                                  back::cl service3::ClService3
+ CIService3()
                                 + CIService3()
```