```
# components_

    stateMachine

    orthogonal_

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
# 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_3::LEDControl
                                      Action >
smacc::client_bases
::SmaccActionClientBase
< sm_dance_bot_3::LEDControlAction >
+ 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_3::cl _led::ClLED

+ ACTION_DEFINITION()

+ ClLED() + getName() + ~ClLED()

smacc::ISmaccClient