```
# components
                        + ISmaccClient()
                        + ~ISmaccClient()
                        + initialize()
                        + setStateMachine()
                        + getName()
                        + postEvent()
                        + postEvent()
                        + getComponent()
                        + configureEventSourceTypes()
                        + getType()
                                      Д
                           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()
                           < move_base_msgs::MoveBase\ < sm_dance_bot::LEDControl</pre>
                                     Action >
                                                                    Action >
smacc::client_bases
                                             smacc::client_bases
::SmaccActionClientBase
                                             ::SmaccActionClientBase
< move base msgs::MoveBaseAction >
                                             < sm_dance_bot::LEDControlAction >
+ name
                                             + name
+ onSucceeded
                                             + onSucceeded
+ onAborted
                                             + onAborted
+ onPreempted
                                             + onPreempted
+ onRejected_
                                             + onRejected
+ postSuccessEvent
                                             + postSuccessEvent
+ postAbortedEvent
                                             + postAbortedEvent
+ postPreemptedEvent
                                             + postPreemptedEvent
+ postRejectedEvent
                                             + postRejectedEvent
+ postFeedbackEvent
                                             + postFeedbackEvent
+ done_cb
                                             + done_cb
+ active_cb
                                             + active cb
+ feedback_cb
                                             + feedback_cb
# client
                                             # client
+ ACTION_DEFINITION()
                                             + ACTION_DEFINITION()
                                             + SmaccActionClientBase()
+ SmaccActionClientBase()
                                             + ~SmaccActionClientBase()
+ ~SmaccActionClientBase()
                                             + initialize()
+ initialize()
+ postResultEvent()
                                             + postResultEvent()
                                             + configureEventSourceTypes()
+ configureEventSourceTypes()
+ onSucceeded()
                                             + onSucceeded()
                                             + onSucceeded()
+ onSucceeded()
+ onAborted()
                                             + onAborted()
+ onAborted()
                                             + onAborted()
+ onPreempted()
                                             + onPreempted()
+ onPreempted()
                                             + onPreempted()
+ onRejected()
                                             + onRejected()
+ onRejected()
                                             + onRejected()
+ cancelGoal()
                                             + cancelGoal()
+ getState()
                                             + getState()
+ sendGoal()
                                             + sendGoal()
+ getEventLabel()
                                             + getEventLabel()
# onFeedback()
                                             # onFeedback()
# onResult()
                                             # onResult()
                  Д
                                                              Д
         move_base_z_client
                                                    sm_dance_bot::cl_led
                                                            ::CILED
            ::ClMoveBaseZ
         + ClMoveBaseZ()
                                                    + ACTION_DEFINITION()
                                                    + CILED()
          + ~ClMoveBaseZ()
                                                    + getName()
          + initialize()
```

+ getName()

+ ~CILED()

smacc::ISmaccClient

stateMachine