```
smacc::ISmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

   + ISmaccClientBehavior()
   + ~ISmaccClientBehavior()
   + getStateMachine()
   + getName()
   + requiresClient()
   + requiresComponent()
   # runtimeConfigure()
   # onEntry()
   # onExit()
   # postEvent()
   # postEvent()
   # getCurrentState()
   # executeOnEntry()
   # executeOnExit()
   # dispose()
   configureEventSourceTypes()
smacc::SmaccAsyncClientBehavior
- onEntryThread

    onExitThread

    postFinishEventFn

postSuccessEventFn

    postFailureEventFn

 + configureEventSourceTypes()
+ ~SmaccAsyncClientBehavior()
# executeOnEntry()
# executeOnExit()
 # postSuccessEvent()
 # postFailureEvent()
 # dispose()
move group interface
client::CbMoveEndEffectorTrajectory
+ targetPose
+ tip link_
+ group
# movegroupClient
+ CbMoveEndEffectorTrajectory()
+ CbMoveEndEffectorTrajectory()
+ onEntry()
+ planAndExecuteAsync()
# moveToAbsolutePose()
```