## smacc::ISmaccClient # components - stateMachine - orthogonal + ISmaccClient() + ~ISmaccClient() smacc::ISmaccUpdatable + initialize() + getName() periodDuration + postEvent() lastUpdate + postEvent() + ISmaccUpdatable() + getComponent() + ISmaccUpdatable() + getComponent() + configureEventSourceTypes() + executeUpdate() + setUpdatePeriod() + getType() + getStateMachine() # update() + connectSignal() + requiresClient() + getComponents() # createComponent() # createNamedComponent() # setStateMachine() # setOrthogonal() sm\_moveit\_3::cl\_perception system::CIPerceptionSystem + detectedCubePose0 + detectedCubePose1 + detectedCubePose2 + originalCube0Pose + originalCube1Pose + originalCube2Pose + cube0DestinationInTable1 + cube1DestinationInTable0 + cube2DestinationInTable1 + startTime + readDelay + decissionsCount + currentCube + CIPerceptionSystem() + ~CIPerceptionSystem() + nextCube() + retryCubeAfterFail() + update() + getCurrentTable() + decidePickCubePose()

+ decidePlacePose()