```
# 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()
                      \simSmaccActionClientBase()
                    + initialize()
                    + postResultEvent()
                    + configureEventSourceTypes()
                   + onSucceeded()
                   + onSucceeded()
                    + onAborted()
                    + onAborted()
                    + onPreempted()
                    + onPreempted()
                    + onRejected()
                    + onRejected()
                    + cancelGoal()
                    + getState()
                    + sendGoal()
                    + getEventLabel()
                    # onFeedback()
                    # onResult()
                            < sm_dance_bot_strikes
                            back::LEDControlAction >
    smacc::client_bases
    ::SmaccActionClientBase
    < sm_dance_bot_strikes
       back::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()
```

smacc::ISmaccClient

sm_dance_bot_strikes _back::cl_led::ClLED + ACTION_DEFINITION() + CILED()

+ getName() + ~ClLED()

+ onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult()