```
smacc::IOrthogonal
  # clients

    stateMachine

    clientBehaviors

  + setStateMachine()
  + getStateMachine()
  + addClientBehavior()
  + runtimeConfigure()
  + onEntrv()
  + onExit()
  + getName()
  + requiresComponent()
  + requiresClient()
  + getClients()
  + getClientBehaviors()
  + setGlobalSMData()
  + getGlobalSMData()
  + getClientBehavior()
  # onInitialize()
                smacc::Orthogonal<
                   TOrthogonal >
                + createClient()
                    < OrLED >
 smacc::Orthogonal<
        OrLED >
 + createClient()
sm dance bot 3::OrLED
+ onInitialize()
```