```
smacc::ISmaccClient
# components

    stateMachine

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
+ connectSignal()
# createComponent()
  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()
                            < sm_dance_bot_3::LEDControl
                                      Action >
smacc::client bases
::SmaccActionClientBase
< sm dance bot 3::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()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
```

sm_dance_bot_3::cl _led::ClLED

+ ACTION_DEFINITION()

+ CILED() + getName() + ~CILED()