```
# components
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
              Д
   smacc::client_bases
    ::ISmaccActionClient
   # name
   + ISmaccActionClient()
   + ~ISmaccActionClient()
   + getNamespace()
   + cancelGoal()
   + getState()
              Д
                    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()
                            < move_base_msgs::MoveBase</pre>
                                       Action >
smacc::client_bases
::SmaccActionClientBase
< move_base_msgs::MoveBaseAction >
+ name
+ onSucceeded_
+ onAborted
+ onPreempted
+ onRejected_
+ postSuccessEvent
+ postAbortedEvent
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
+ done_cb
+ active cb
+ feedback_cb
# client
+ ACTION_DEFINITION()
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+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ configureEventSourceTypes()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
```

+ getEventLabel()
# onFeedback()
# onResult()

move\_base\_z\_client ::CIMoveBaseZ

+ CIMoveBaseZ() + ~CIMoveBaseZ() + initialize() + getName()

smacc::ISmaccClient

# stateMachine