```
smacc::ISmaccClient
# stateMachine
# components
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
                  smacc::client bases
                  ::SmaccServiceClient
                     < ServiceType >
                  + serviceName
                  # nh
                  # client
                  # initialized
                  + SmaccServiceClient()
                  + initialize()
                  + call()
                      < std srvs::SetBool >
 smacc::client bases
 ::SmaccServiceClient
  < std srvs::SetBool >
 + serviceName
 # nh
 # client
 # initialized
 + SmaccServiceClient()
 + initialize()
 + call()
            Δ
sm dance bot::cl service3
       ::CIService3
+ CIService3()
```