```
smacc::ISmaccClient
  # components

    stateMachine

    orthogonal

  + ISmaccClient()
  + ~ISmaccClient()
  + initialize()
  + getName()
  + postEvent()
  + postEvent()
  + getComponent()
  + getComponent()
  + getType()
  + getStateMachine()
  + connectSignal()
  + requiresClient()
  + getComponents()
  # onOrthogonalAllocation()
  # createComponent()
  # createNamedComponent()
  # setStateMachine()
  # setOrthogonal()
cl move group interface
         ::ClMoveGroup
+ moveGroupClientInterface
+ planningSceneInterface

    postEventMotionExecution

Succeded

    postEventMotionExecution

Failed

    onSucceded

    onFailed

+ ClMoveGroup()
+ ~ClMoveGroup()
+ postEventMotionExecution
Succeded()
+ postEventMotionExecution
Failed()
+ onOrthogonalAllocation()
+ onMotionExecutionSuccedded()
+ onMotionExecutionFailed()
```