```
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::LEDControl
                                     Action >
 smacc::client bases
 ::SmaccActionClientBase
 < sm_dance_bot::LEDControlAction >
 + 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()
```

sm\_dance\_bot::cl\_led ::ClLED + ACTION\_DEFINITION() + CILED()

+ getName() + ~CILED()

+ onPreempted() + onPreempted() + onRejected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult()