```
# components

    stateMachine

    orthogonal

+ ISmaccClient()
  ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
              Д
   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()
                   + ~SmaccActionClientBase()
                   + initialize()
                    + postResultEvent()
                   + configureEventSourceTypes()
                   + onSucceeded()
                   + onSucceeded()
                   + onAborted()
                   + onAborted()
                    + onPreempted()
                   + onPreempted()
                   + onRejected()
                   + onRejected()
                   + cancelGoal()
                   + getState()
                    + sendGoal()
                   + getEventLabel()
                   # onFeedback()
                   # onResult()
                          < sm_dance_bot_strikes
                          back::LEDControlAction >
smacc::client_bases
::SmaccActionClientBase
< sm dance bot strikes
   _back::LEDControlAction >
+ name
+ onSucceeded
```

smacc::ISmaccClient

+ onAborted + onPreempted + onRejected + postSuccessEvent + postAbortedEvent + postPreemptedEvent + postRejectedEvent + postFeedbackEvent + done\_cb + active\_cb + feedback\_cb # client + ACTION\_DEFINITION() + SmaccActionClientBase() + SmaccActionClientBase() + ~SmaccActionClientBase() + initialize() + postResultEvent() + configureEventSourceTypes() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onPreempted() + onPreempted()

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sm_dance_bot_strikes
_back::cl_led::ClLED

+ SMACC_ACTION_CLIENT
_DEFINITION()
+ CILED()
```

+ getName() + ~CILED()

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