smacc::ISmaccClient # components - stateMachine orthogonal + ISmaccClient() + ~ISmaccClient() smacc::ISmaccUpdatable + initialize() + getName() periodDuration + postEvent() lastUpdate + postEvent() + ISmaccUpdatable() + getComponent() + getComponent() + ISmaccUpdatable() + executeUpdate() + getType() + getStateMachine() + setUpdatePeriod() + connectSignal() # update() + requiresClient() + getComponents() # configureEventSourceTypes() # createComponent() # createNamedComponent() # setStateMachine() # setOrthogonal() sm moveit 3::cl perception system::CIPerceptionSystem + detectedCubePose0 + detectedCubePose1 + detectedCubePose2 + originalCube0Pose + originalCube1Pose + originalCube2Pose + cube0DestinationInTable1 + cube1DestinationInTable0 + cube2DestinationInTable1 + startTime + readDelay + decissionsCount + currentCube + tfListener + tfBroadcaster + gazeboStateSubscriber_ + lastUpdateStamp_ + updatePeriod + tableCollision + cubeCollision + planningInterface + CIPerceptionSystem() + ~CIPerceptionSystem() + initialize() + simulatedLinkStateCallback() + propagateLinkStatesToTf() + nextCube() + retryCubeAfterFail() + tryCaptureInitialCubePoses()

+ update()

+ getCurrentTable()+ decidePickCubePose()+ decidePlacePose()