```
# components

    stateMachine

    orthogonal

 + ISmaccClient()
   ~ISmaccClient()
 + initialize()
 + getName()
 + postEvent()
 + postEvent()
 + getComponent()
 + getComponent()
 + getType()
 + getStateMachine()
 + connectSignal()
 + requiresClient()
 + getComponents()
 # onOrthogonalAllocation()
 # createComponent()
 # createNamedComponent()
 # setStateMachine()
 # setOrthogonal()
   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()
                   + onOrthogonalAllocation()
                   + onSucceeded()
                   + onSucceeded()
                   + onAborted()
                   + onAborted()
                    + onPreempted()
                   + onPreempted()
                   + onRejected()
                   + onRejected()
                   + cancelGoal()
                   + getState()
                   + sendGoal()
                   + getEventLabel()
                   # onFeedback()
                   # onResult()
                          < sm_ridgeback_floor
                          coverage dynamic
                           LEDControlAction >
smacc::client bases
::SmaccActionClientBase
< sm ridgeback floor coverage
_dynamic_1::LEDControlAction >
+ name
+ onSucceeded
+ onAborted
+ onPreempted
+ onRejected
+ postSuccessEvent
+ postAbortedEvent
```

smacc::ISmaccClient

```
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
+ done_cb
+ active cb
+ feedback_cb
# client
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
               Д
```

```
+ SMACC_ACTION_CLIENT
_DEFINITION()
+ CILED()
+ getName()
+ ~CILED()
```

sm_ridgeback_floor _coverage_dynamic ::cl_led::ClLED