## smacc::ISmaccClient

- # components
- stateMachine
- orthogonal
- + ISmaccClient()
- + ~ISmaccClient()
- + initialize()
- + getName()
- + postEvent()
- + postEvent()
- + getComponent()
- + getComponent()
- + configureEventSourceTypes()
- + getType()
- + getStateMachine()
- + connectSignal()
- + requiresClient()
- + getComponents()
- # createComponent()
- # createNamedComponent()
- # setStateMachine()
- # setOrthogonal()

## smacc::ISmaccUpdatable

- periodDuration
- lastUpdate
- + ISmaccUpdatable() + ISmaccUpdatable()
- + executeUpdate()
- + setUpdatePeriod()
- # update()

## sm\_panda\_moveit::ClPerception System

- + peg0
- + horizontalPegPlace0
- + horizontalPegPlace1
- + horizontalPegPlace2
- + wallPegPlace0
- + wallPegPlace1
- + wallPegPlace2 linkStatesSub
- tfBroadcaster\_
- + CIPerceptionSystem()
- + onLinkStatesCallback()
- + decidePegPose()
- + propagateLinkStatesToTf()
- + update()