```
smacc::ISmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# executeOnEntry()
# executeOnExit()
# dispose()
onOrthogonalAllocation()
smacc::SmaccClientBehavior
+ onEntry()
+ onExit()
 cl move base z::CbRotate
 + listener
 + moveBaseClient

    rotateDegree

 + CbRotate()
 + CbRotate()
 + onEntry()
```