```
smacc::ISmaccComponent
# stateMachine_
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# configureEventSourceTypes()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
  move_group interface
```

_client::GraspingComponent
+ fingerTipNames

+ currentAttachedObjectName - graspingObjects

+ getGraspingObject()
+ createGraspableBox()