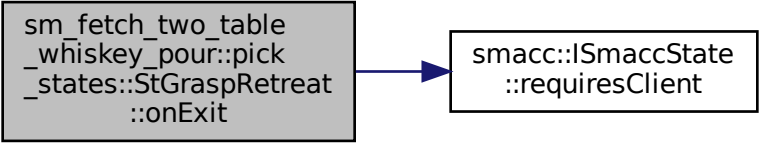


```
sm_fetch_two_table  
_whiskey_pour::pick  
_states::StGraspRetreat  
::onExit
```



A diagram showing a transition from a stateful object to a stateless object. On the left, a gray rectangular box contains the code for a stateful object: `sm_fetch_two_table`, `_whiskey_pour::pick`, `_states::StGraspRetreat`, and `::onExit`. A blue arrow points from the right side of this box to a white rectangular box on the right. The white box contains the code for a stateless object: `smacc::ISmaccState` and `::requiresClient`.

```
smacc::ISmaccState  
::requiresClient
```