## smacc::ISmaccComponent

- # stateMachine
- # owner
- + ISmaccComponent()
- + ~ISmaccComponent()
- + getName()
- # initialize()
- # setStateMachine()
- # postEvent()
- # postEvent()
- # onOrthogonalAllocation()
- # requiresComponent()
- # requiresClient()
- # onlnitialize()
- # createSiblingComponent()
- # createSiblingNamedComponent()

## smacc::ISmaccUpdatable

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

## cl\_move\_base\_z::Pose

- + isInitialized
- pose\_
- poseFrameName\_referenceFrame
- m mutex
- tfListener
- listenerMutex
- + Pose()
- + update()
- + waitTransformUpdate()
- + toPoseMsg()
- + toPoseStampedMsg()
- + getReferenceFrame()
- + getFrameId()