```
smacc::ISmaccClient
 # components

    stateMachine

    orthogonal

  + ISmaccClient()
  + ~ISmaccClient()
  + initialize()
  + getName()
  + postEvent()
  + postEvent()
  + getComponent()
  + configureEventSourceTypes()
 + getType()
 + getStateMachine()
 + connectSignal()
 + requiresClient()
 # createComponent()
  # setStateMachine()
  # setOrthogonal()
                   smacc::client_bases
                   ::SmaccServiceClient
                       < ServiceType >
                   + serviceName
                   # nh
                   # client
                   # initialized
                   + SmaccServiceClient()
                   + initialize()
                   + call()
                        < std srvs::SetBool >
  smacc::client bases
  ::SmaccServiceClient
   < std srvs::SetBool >
  + serviceName_
  # nh
  # client
  # initialized
  + SmaccServiceClient()
  + initialize()
  + call()
sm dance bot strikes
 back::cl service3::ClService3
+ ClService3()
```