```
smacc::ISmaccOrthogonal
 # clients
 - stateMachine

    clientBehaviors

 + setStateMachine()
 + getStateMachine()
 + addClientBehavior()
 + runtimeConfigure()
 + onEntry()
 + onExit()
 + getName()
 + requiresComponent()
 + requiresClient()
 + getClients()
 + getClientBehaviors()
 + setGlobalSMData()
 + getGlobalSMData()
 + getClientBehavior()
 # onInitialize()
 # assignClientToOrthogonal()
                 smacc::Orthogonal<
                    TOrthogonal >
                 + createClient()
                     < OrObstaclePerception >
 smacc::Orthogonal<
 OrObstaclePerception >
 + createClient()
sm_dance bot::OrObstacle
        Perception
+ onInitialize()
```