```
smacc::ISmaccClient
# components

    stateMachine

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
   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::cl service3
         ::CIService3
  + CIService3()
```