```
smacc::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# configureEventSourceTypes()
# requiresComponent()
# requiresClient()
# onInitialize()
 sm moveit 4::cl perception
   system::CpSceneState
 + cubeInfos
 + tablesInfo
 + tablePoses
```