```
# components_

    stateMachine

    orthogonal_

   + ISmaccClient()
   + ~ISmaccClient()
   + initialize()
   + getName()
   + postEvent()
   + postEvent()
   + getComponent()
   + getComponent()
   + configureEventSourceTypes()
   + getType()
   + getStateMachine()
   + connectSignal()
   + requiresClient()
   + getComponents()
   # createComponent()
   # createNamedComponent()
   # setStateMachine()
   # setOrthogonal()
                 Д
      smacc::client_bases
        ::ISmaccActionClient
      # name_
      + ISmaccActionClient()
      + ~ISmaccActionClient()
      + getNamespace()
      + cancelGoal()
      + getState()
                       smacc::client_bases
                       ::SmaccActionClientBase
                              < ActionType >
                       + name
                       + onSucceeded
                       + onAborted
                       + onPreempted
                       + onRejected_
                       + postSuccessEvent
                       + postAbortedEvent
                       + postPreemptedEvent
                       + postRejectedEvent
                       + postFeedbackEvent
                       + done_cb
                       + active_cb
                       + feedback_cb
                       # client
                       + ACTION DEFINITION()
                       + SmaccActionClientBase()
                       + SmaccActionClientBase()
                       + ~SmaccActionClientBase()
                       + initialize()
                       + postResultEvent()
                       + configureEventSourceTypes()
                       + onSucceeded()
                       + onSucceeded()
                       + onAborted()
                       + onAborted()
                       + onPreempted()
                       + onPreempted()
                       + onRejected()
                       + onRejected()
                       + cancelGoal()
                       + getState()
                       + sendGoal()
                       + getEventLabel()
                       # onFeedback()
                       # onResult()
                             < sm_dance_bot_2::LEDControl
                                       Action >
smacc::client bases
::SmaccActionClientBase
< sm_dance_bot_2::LEDControlAction >
+ name
+ onSucceeded
+ onAborted
+ onPreempted
+ onRejected
+ postSuccessEvent
+ postAbortedEvent
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
+ done cb
+ active_cb
+ feedback_cb
# client
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ configureEventSourceTypes()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
```

smacc::ISmaccClient

_led::CĪLED

+ SMACC_ACTION_CLIENT
_DEFINITION()

+ CILED() + getName() + ~CILED()

sm_dance_bot_2::cl

+ onAborted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
onFeedback()
onResult()