

- m mutex

+ update()

+ toPoseMsa()

+ waitTransformUpdate()

+ toPoseStampedMsq()

+ getReferenceFrame()

+ Pose()

- + CbDefaultPublishLoop()
- + CbDefaultPublishLoop()
- + setMessage()
- + onEntrv()
- + update()
- + onExit()

## + CIPerceptionSystem()

- + ~CIPerceptionSystem()
- + nextCube()

+ startTime

+ readDelay

+ currentCube

+ decissionsCount

- + retryCubeAfterFail()
- + update()
- + getCurrentTable()
- + decidePickCubePose()
- + decidePlacePose()

## smacc::state reactors ::SrRandomGenerator

- + mode
- postEventA
- postEventB
- postEventC
- evAMin
- evAMax
- evBMin -
- evBMax
- evCMin
- evCMax
- minValue
- maxValue
- + SrRandomGenerator()
- + onEntrv()
- + declareObjectTag()
- + postRandomEvents()
- + update()
- + onEventNotified()