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