```
smacc::ISmaccClient
# components
- stateMachine
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
# createComponent()
                 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 3::cl
   service3::ClService3
```

+ ClService3()