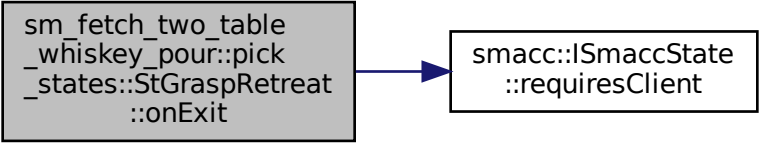


```
sm_fetch_two_table  
_whiskey_pour::pick  
_states::StGraspRetreat  
::onExit
```



A diagram showing a transition from a stateful object to a stateless object. On the left, a gray rectangular box contains the text 'sm\_fetch\_two\_table', '\_whiskey\_pour::pick', '\_states::StGraspRetreat', and '::onExit'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'smacc::ISmaccState' and '::requiresClient'.

```
smacc::ISmaccState  
::requiresClient
```