```
# 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::LEDControl
                                     Action >
smacc::client_bases
::SmaccActionClientBase
< sm_dance_bot::LEDControlAction >
+ name
+ onSucceeded
+ onAborted
+ onPreempted_
+ onRejected
+ postSuccessEvent
+ postAbortedEvent
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
+ done cb
+ active_cb
+ feedback_cb
# client
+ ACTION_DEFINITION()
```

smacc::ISmaccClient

+ postResultEvent() + configureEventSourceTypes() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onPreempted() + onPreempted() + onRejected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult() Δ

> sm\_dance\_bot::cl\_led ::ClLED

\_DEFINITION() + CILED() + getName() + ~CILED()

+ SMACC ACTION CLIENT

+ SmaccActionClientBase()+ SmaccActionClientBase()+ ~SmaccActionClientBase()

+ initialize()