## smacc::ISmaccClientBehavior smacc::SmaccClientBehavior stateMachine - currentState currentOrthogonal smacc::ISmaccUpdatable + SmaccClientBehavior() periodDuration + ~SmaccClientBehavior() lastUpdate + getStateMachine() + getName() + ISmaccUpdatable() + runtimeConfigure() + ISmaccUpdatable() + onEntry() + executeUpdate() + onExit() + setUpdatePeriod() + postEvent() # update() + postEvent() + requiresClient() + requiresComponent() + getCurrentState() configureEventSourceTypes() move\_group\_interface client::CbMoveEndEffector + targetPose + tip link + group\_ # movegroupClient + CbMoveEndEffector() + CbMoveEndEffector() + onEntry() + onExit() + update() + planAndExecuteAsync() # moveToAbsolutePose()