```
smacc::ISmaccClient
# components
- stateMachine

    orthogonal

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
                   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 strikes
 back::cl service3::ClService3
+ CIService3()
```