

```
sm_fetch_two_table  
_whiskey_pour::cl_perception  
_system::CIPerceptionSystem  
::decidePlacePose
```



A diagram showing a call from a client to a server component. On the left, a gray box contains the client code: `sm_fetch_two_table`, `_whiskey_pour::cl_perception`, `_system::CIPerceptionSystem`, and `::decidePlacePose`. A blue arrow points from this box to a white box on the right, which contains the server component: `smacc::ISmaccClient` and `::GetComponent`.

```
smacc::ISmaccClient  
::GetComponent
```