```
smacc::ISmaccClient
# components

    stateMachine

    orthogonal

+ ISmaccClient()
  ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
                       D
                   smacc::client_bases
                   ::SmaccSubscriberClient
                         < MessageType >
                   + topicName
                   + queueSize
                   + onFirstMessageReceived_
                   + onMessageReceived_
                    + postMessageEvent
                    + postInitialMessageEvent
                   # nh
                   - sub
                   - firstMessage_
                   - initialized_
                   + SmaccSubscriberClient()
                   + SmaccSubscriberClient()
                   + ~SmaccSubscriberClient()
                    + onMessageReceived()
                    + onFirstMessageReceived()
                   + onOrthogonalAllocation()
                    + initialize()
                   messageCallback()
                         < std_msgs::UInt16 >
smacc::client_bases
::SmaccSubscriberClient
    < std_msgs::UInt16 >
+ topicName
 + queueSize
 + onFirstMessageReceived_
 + onMessageReceived_
 + postMessageEvent
 + postInitialMessageEvent
# nh
- sub

    firstMessage_

    initialized

+ SmaccSubscriberClient()
+ SmaccSubscriberClient()
 + ~SmaccSubscriberClient()
 + onMessageReceived()
 + onFirstMessageReceived()
 + onOrthogonalAllocation()
 + initialize()
- messageCallback()
```

cl_keyboard::ClKeyboard + OnKeyPress_

- + postEventKeyPress- initialized_
- + OnKeyPress() + ClKeyboard()
- + ~ClKeyboard() + initialize()
- + onOrthogonalAllocation()
- + onKeyboardMessage()
- + postKeyEvent()