```
smacc::ISmaccComponent
# stateMachine_
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
   sm fetch six table
   pick n sort 1::cl perception
     system::CpSceneState
   + cubeInfos
   + tablesInfo
   + CpSceneState()
   + onOrthogonalAllocation()
```