```
smacc::ISmaccClientBehavior
  - stateMachine_
  - currentState

    currentOrthogonal

  + ISmaccClientBehavior()
  + ~ISmaccClientBehavior()
  + getStateMachine()
  + getName()
  + requiresClient()
  + requiresComponent()
  # runtimeConfigure()
  # onEntry()
  # onExit()
  # postEvent()
  # postEvent()
  # getCurrentState()
  # executeOnEntry()
  # executeOnExit()
  # dispose()
  onOrthogonalAllocation()
                Δ
smacc::SmaccAsyncClientBehavior
- onEntryThread
- onExitThread

    postFinishEventFn

- postSuccessEventFn

    postFailureEventFn

onFinished_

    onSuccess

- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
  cl_move_base z::CbMoveBase
       ClientBehaviorBase
  # moveBaseClient
  + onOrthogonalAllocation()
  - propagateSuccessEvent()
  propagateFailureEvent()
    cl move base z::CbRotate
    + listener
    + rotateDegree
    + CbRotate()
    + CbRotate()
    + onEntry()
```