

| smacc::ISmaccClient |
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| # components_ - stateMachine_ - orthogonal_ |
| + ISmaccClient() + ~ISmaccClient() + initialize() + getName() + postEvent() + postEvent() + getComponent() + getComponent() + getType() + getStateMachine() + connectSignal() + requiresClient() + getComponents() # configureEventSourceTypes() # createComponent() # createNamedComponent() # setStateMachine() # setOrthogonal() |

| smacc::ISmaccUpdatable |
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| - periodDuration_ - lastUpdate_ |
| + ISmaccUpdatable() + ISmaccUpdatable() + executeUpdate() + setUpdatePeriod() # update() |

| sm_moveit_2::cl_perception _system::ClPerceptionSystem |
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| + detectedCubePose0 + detectedCubePose1 + detectedCubePose2 + originalCube0Pose + originalCube1Pose + originalCube2Pose + cube0DestinationInTable1 + cube1DestinationInTable0 + cube2DestinationInTable1 + startTime + readDelay + decisionsCount + currentCube |
| + ClPerceptionSystem() + ~ClPerceptionSystem() + nextCube() + retryCubeAfterFail() + update() + getCurrentTable() + decidePickCubePose() + decidePlacePose() |

