```
# components

    stateMachine

    orthogonal

   + ISmaccClient()
   + ~ISmaccClient()
   + initialize()
   + getName()
   + postEvent()
   + postEvent()
   + getComponent()
   + getComponent()
   + getType()
   + getStateMachine()
   + connectSignal()
   + requiresClient()
   + getComponents()
   # onOrthogonalAllocation()
   # createComponent()
   # createNamedComponent()
   # setStateMachine()
   # setOrthogonal()
     smacc::client_bases
       ::ISmaccActionClient
     # name_
     + ISmaccActionClient()
     + ~ISmaccActionClient()
     + getNamespace()
     + cancelGoal()
     + getState()
                      smacc::client_bases
                      ::SmaccActionClientBase
                             < ActionType >
                      + name
                      + onSucceeded
                      + onAborted
                      + onPreempted_
                      + onRejected
                      + postSuccessEvent
                      + postAbortedEvent
                      + postPreemptedEvent
                      + postRejectedEvent
                      + postFeedbackEvent
                      + done_cb
                      + active_cb
                      + feedback_cb
                      # client
                      + ACTION DEFINITION()
                      + SmaccActionClientBase()
                      + SmaccActionClientBase()
                      + ~SmaccActionClientBase()
                      + initialize()
                      + postResultEvent()
                      + onOrthogonalAllocation()
                      + onSucceeded()
                      + onSucceeded()
                      + onAborted()
                      + onAborted()
                      + onPreempted()
                      + onPreempted()
                      + onRejected()
                      + onRejected()
                      + cancelGoal()
                      + getState()
                      + sendGoal()
+ getEventLabel()
                      # onFeedback()
                      # onResult()
                           < sm_dance_bot::LEDControl
                                     Action >
smacc::client bases
::SmaccActionClientBase
< sm_dance_bot::LEDControlAction >
+ name
+ onSucceeded_
+ onAborted
+ onPreempted_
+ onRejected
+ postŠuccessEvent
+ postAbortedEvent
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
+ done cb
+ active_cb
+ feedback_cb
# client
+ ACTION DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
```

smacc::ISmaccClient

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sm_dance_bot::cl_led
::CILED
+ SMACC_ACTION_CLIENT
_DEFINITION()
+ CILED()
+ getName()
```

+ ~CILED()

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+ postResultEvent()

+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
onFeedback()
onResult()

+ onOrthogonalAllocation()