```
smacc::ISmaccClient
 # components
 - stateMachine
 - orthogonal
 + ISmaccClient()
 + ~ISmaccClient()
  + initialize()
  + getName()
  + postEvent()
  + postEvent()
  + getComponent()
 + getComponent()
 + configureEventSourceTypes()
 + getType()
 + getStateMachine()
  + connectSignal()
  + requiresClient()
  + getComponents()
 # createComponent()
 # createNamedComponent()
 # setStateMachine()
  # setOrthogonal()
                  smacc::client bases
                  ::SmaccServiceClient
                      < ServiceType >
                  + serviceName
                  # nh
                  # client
                  # initialized
                   + SmaccServiceClient()
                   + initialize()
                   + call()
                       < std_srvs::SetBool >
  smacc::client bases
  ::SmaccServiceClient
   < std_srvs::SetBool >
  + serviceName
  # nh
  # client
  # initialized_
  + SmaccServiceClient()
  + initialize()
   + call()
sm dance bot strikes
back::cl service3::ClService3
+ ClService3()
```