```
smacc::ISmaccComponent
  # stateMachine
  # owner
  + ISmaccComponent()
  + ~ISmaccComponent()
  + getName()
  # initialize()
  # setStateMachine()
  # postEvent()
  # postEvent()
  # configureEventSourceTypes()
  # requiresComponent()
  # requiresClient()
  # onInitialize()
  # createSiblingComponent()
  # createSiblingNamedComponent()
sm moveit 4::cl perception
system::CpSimulatedGazeboPerception
+ safeTableHeightOffsetFor
CubeCollisions

    startTime

    readDelay

    lastUpdateStamp

    updatePeriod

    tableCollision

- cubeCollision

    planningSceneInterface

    movegroupclient

    tfListener

- tfBroadcaster

    gazeboStateSubscriber

+ setSafeArmMotionToAvoidCube
Collisions()
+ unsetSafeArmMotionToAvoid
CubeCollisions()
+ onInitialize()
+ simulatedLinkStateCallback()
+ createCollisionBox()
+ createVirtualCollisionWalls()
+ createVirtualFloorCollisionBox()
+ identifyCubeColorsByNames()
+ propagateLinkStatesToTf()
```