```
# components
   - stateMachine

    orthogonal

   + ISmaccClient()
   + ~ISmaccClient()
   + initialize()
   + getName()
   + postEvent()
   + postEvent()
   + getComponent()
   + getComponent()
   + getType()
   + getStateMachine()
   + connectSignal()
   + requiresClient()
   + getComponents()
   # onOrthogonalAllocation()
   # createComponent()
   # createNamedComponent()
   # setStateMachine()
   # setOrthogonal()
                Д
     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
+ postSuccessEvent
+ postAbortedEvent
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
```

smacc::ISmaccClient

+ 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() Δ sm_dance_bot::cl_led ::CILED

+ SMACC ACTION CLIENT

_DEFINITION() + CILED() + getName() + ~CILED()