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

    startTime

- readDelay

    lastUpdateStamp

- updatePeriod

    tableCollision

    cubeCollision

- tfListener

    tfBroadcaster

    gazeboStateSubscriber

+ onInitialize()
+ simulatedLinkStateCallback()
+ identifyCubeColorsByNames()
+ propagateLinkStatesToTf()
```