```
# components

    stateMachine

    orthogonal

+ ISmaccClient()
  ~lSmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# 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()
                    + configureEventSourceTypes()
                    + onSucceeded()
                    + onSucceeded()
                    + onAborted()
                    + onAborted()
                    + onPreempted()
                    + onPreempted()
                    + onRejected()
                    + onRejected()
                    + cancelGoal()
                    + getState()
                    + sendGoal()
                    + getEventLabel()
                    # onFeedback()
                    # onResult()
                            < sm_dance_bot_strikes
                            back::LEDControlAction >
    smacc::client bases
    ::SmaccActionClientBase
    < sm_dance_bot_strikes
       _back::LEDControlAction >
    + name
    + onSucceeded
    + onAborted
    + onPreempted_
    + onRejected
    + postSuccessEvent
    + postAbortedEvent
    + postPreemptedEvent
    + postRejectedEvent
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    + onSucceeded()
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    + onAborted()
    + onPreempted()
    + onPreempted()
    + onRejected()
    + onRejected()
    + cancelGoal()
    + getState()
    + sendGoal()
    + getEventLabel()
```

onFeedback()
onResult()

Δ

+ SMACC ACTION CLIENT

sm_dance_bot_strikes _back::cl_led::ClLED

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

smacc::ISmaccClient