```
# components

    stateMachine

    orthogonal

+ ISmaccClient()
  ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# createComponent()
# setStateMachine()
# setOrthogonal()
              Δ
  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()
                   + 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
+ postFeedbackEvent
 + done cb
+ active_cb
 + feedback_cb
# client_
+ ACTION DEFINITION()
```

smacc::ISmaccClient

+ SmaccActionClientBase() + ~SmaccActionClientBase() + initialize() + postResultEvent() + configureEventSourceTypes() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onPreempted() + onPreempted() + onRejected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult()

sm_dance_bot_strikes _back::cl_led::ClLED

- - + ACTION_DEFINITION() + CILED()
 - + getName() + ~CILED()