```
smacc::ISmaccClient
    # 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_2::LEDControl
                                       Action >
smacc::client_bases
::SmaccActionClientBase
< sm_dance_bot_2::LEDControlAction >
+ 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()
```

sm_dance_bot_2::cl _led::CILED + SMACC_ACTION_CLIENT _DEFINITION() + CILED()

+ getName() + ~CILED()

Δ

+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
onFeedback()
onResult()