```
# stateMachine
# components
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
              Δ
   smacc::client bases
     ::ISmaccActionClient
   # name
   + ISmaccActionClient()
   + ~ISmaccActionClient()
   + getNamespace()
   + cancelGoal()
   + getState()
              Д
                    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::LEDControl
                                      Action >
 smacc::client_bases
 ::SmaccActionClientBase
 < sm_dance_bot::LEDControlAction >
 + 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()

Δ

+ ACTION\_DEFINITION()

sm\_dance\_bot::cl\_led ::CILED

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

smacc::ISmaccClient