```
# components
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ setStateMachine()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ configureEventSourceTypes()
+ getType()
              Δ
  smacc::client_bases
     ::ISmaccActionClient
   # name
   + ISmaccActionClient()
   + ~ISmaccActionClient()
   + getNamespace()
   + cancelGoal()
   + getState()
             Δ
                   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

sm\_dance\_bot::cl\_led ::ClLED

+ ACTION\_DEFINITION()

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

smacc::ISmaccClient

# stateMachine