```
smacc::ISmaccClient
# components

    stateMachine

    orthogonal

+ ISmaccClient()
+ ~ISmaccClient()
+ configureEventSourceTypes()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
                    smacc::client bases
                    ::SmaccServiceClient
                        < ServiceType >
                    + serviceName
                    # nh
                    # client
                    # initialized
                    + SmaccServiceClient()
                    + initialize()
                    + call()
                         < std_srvs::SetBool >
    smacc::client bases
    ::SmaccServiceClient
     < std_srvs::SetBool >
    + serviceName
    # nh
    # client
    # initialized_
    + SmaccServiceClient()
    + initialize()
    + call()
 sm dance bot strikes
  back::cl service3::ClService3
 + CIService3()
```