```
smacc::IOrthogonal
 # clients
 - stateMachine

    clientBehaviors

 + setStateMachine()
 + getStateMachine()
 + addClientBehavior()
 + runtimeConfigure()
 + onEntrv()
 + onExit()
 + getName()
 + requiresComponent()
 + requiresClient()
 + getClients()
 + getClientBehaviors()
 + setGlobalSMData()
 + getGlobalSMData()
 + getClientBehavior()
 # onInitialize()
               smacc::Orthogonal<
                  TOrthogonal >
               + createClient()
                   < OrLED >
smacc::Orthogonal<
       OrLED >
+ createClient()
sm dance bot::OrLED
+ onInitialize()
```