

sm\_dance\_bot\_3::radial  
\_motion\_states::StiRadialEnd  
Point::runtimeConfigure

```
graph LR; A["sm_dance_bot_3::radial_motion_states::StiRadialEndPoint::runtimeConfigure"] --> B["smacc::ISmaccClient::getComponent"]; A --> C["smacc::ISmaccState::requiresClient"]
```

The diagram illustrates a dependency or call relationship. A central box on the left, representing a state or component, has two arrows pointing to boxes on the right. The top arrow points to an interface method, and the bottom arrow points to another interface method.

smacc::ISmaccClient  
::getComponent

smacc::ISmaccState  
::requiresClient