

```
graph BT; A["smacc_sm_reference  
_library/sm_dance_bot  
_2/include/sm_dance_bot  
_2/states/ms_dance_bot_run  
_mode/s_pattern_states/sti  
_spattern_rotate_3.h"] --> B["smacc_sm_reference  
_library/sm_dance_bot  
_2/include/sm_dance_bot  
_2/states/ms_dance_bot_run  
_mode/s_pattern_states/ss  
_s_pattern_1.h"]; B --> C["smacc_sm_reference  
_library/sm_dance_bot  
_2/include/sm_dance_bot  
_2/sm_dance_bot_2.h"]; C --> D["smacc_sm_reference  
_library/sm_dance_bot  
_2/src/sm_dance_bot_2.cpp"];
```

smacc\_sm\_reference  
\_library/sm\_dance\_bot  
\_2/include/sm\_dance\_bot  
\_2/states/ms\_dance\_bot\_run  
\_mode/s\_pattern\_states/sti  
\_spattern\_rotate\_3.h

smacc\_sm\_reference  
\_library/sm\_dance\_bot  
\_2/include/sm\_dance\_bot  
\_2/states/ms\_dance\_bot\_run  
\_mode/s\_pattern\_states/ss  
\_s\_pattern\_1.h

smacc\_sm\_reference  
\_library/sm\_dance\_bot  
\_2/include/sm\_dance\_bot  
\_2/sm\_dance\_bot\_2.h

smacc\_sm\_reference  
\_library/sm\_dance\_bot  
\_2/src/sm\_dance\_bot\_2.cpp