

| smacc::ISmaccClient   |
|---|
| # components_<br>- stateMachine_<br>- orthogonal_   |
| + ISmaccClient()<br>+ ~ISmaccClient()<br>+ initialize()<br>+ getName()<br>+ postEvent()<br>+ postEvent()<br>+ getComponent()<br>+ getComponent()<br>+ getType()<br>+ getStateMachine()<br>+ connectSignal()<br>+ requiresClient()<br>+ getComponents()<br># onOrthogonalAllocation()<br># createComponent()<br># createNamedComponent()<br># setStateMachine()<br># setOrthogonal() |

| smacc::ISmaccUpdatable   |
|--|
| - periodDuration_<br>- lastUpdate_   |
| + ISmaccUpdatable()<br>+ ISmaccUpdatable()<br>+ executeUpdate()<br>+ setUpdatePeriod()<br># update() |

| sm_fetch_two_table<br>_pick_n_place_1::cl<br>_perception_system::CIPerception<br>System  |
|--|
| + detectedCubePose0<br>+ detectedCubePose1<br>+ detectedCubePose2<br>+ originalCube0Pose<br>+ originalCube1Pose<br>+ originalCube2Pose<br>+ cube0DestinationInTable1<br>+ cube1DestinationInTable0<br>+ cube2DestinationInTable1<br>+ startTime<br>+ readDelay<br>+ decissionsCount<br>+ currentCube |
| + CIPerceptionSystem()<br>+ ~CIPerceptionSystem()<br>+ nextCube()<br>+ retryCubeAfterFail()<br>+ update()<br>+ getCurrentTable()<br>+ decidePickCubePose()<br>+ decidePlacePose()  |

