## smacc::SmaccClientBehavior stateMachine\_ currentState currentOrthogonal + SmaccClientBehavior() + ~SmaccClientBehavior() + getStateMachine() + getName() + runtimeConfigure() + onEntry() + onExit() + postEvent() + postEvent() + requiresClient() + requiresComponent() + getCurrentState() configureEventSourceTypes() cl multirole sensor client::CbDefaultMultiRole SensorBehavior < ClientType > + sensor + deferedEventPropagation + CbDefaultMultiRoleSensor Behavior() + configureEventSourceTypes() + propagateEvent() + propagateEvent2() + onEntry() + onExit() + onMessageCallback() + getEventLabel() < ClTemperatureSensor > cl multirole sensor client::CbDefaultMultiRole SensorBehavior < ClTemperatureS@nsor > + sensor + deferedEventPropagation + CbDefaultMultiRoleSensor Behavior() + configureEventSourceTypes() + propagateEvent() + propagateEvent2() + onEntry() + onExit() + onMessageCallback() + getEventLabel() sm\_dance\_bot::cl\_temperature sensor::CbConditionTemperatureSensor + CbConditionTemperatureSensor() + onMessageCallback()