```
object
pick_place_demo.Grasping
          Client
+ scene
+ pickplace
+ move group
+ find client
+ surfaces
+ objects
+ pick result
+ init ()
+ updateScene()
+ getGraspableObject()
+ getSupportSurface()
+ getPlaceLocation()
+ pick()
+ place()
+ tuck()
+ stow()
+ intermediate stow()
```