```
smacc::ISmaccClient
 # components_

    stateMachine

    orthogonal_

 + ISmaccClient()
  + ~ISmaccClient()
  + initialize()
 + getName()
  + postEvent()
 + postEvent()
 + getComponent()
  + getComponent()
  + getType()
 + getStateMachine()
  + connectSignal()
 + requiresClient()
 + getComponents()
 # onOrthogonalAllocation()
 # createComponent()
 # createNamedComponent()
 # setStateMachine()
  # setOrthogonal()
               Δ
   smacc::client_bases
     ::ISmaccActionClient
   # name
   + ISmaccActionClient()
    + ~ISmaccActionClient()
   + getNamespace()
    + cancelGoal()
    + getState()
                    smacc::client bases
                    ::SmaccActionClientBase
                           < ActionType >
                    + name
                    + onSucceeded
                    + onAborted
                    + onPreempted_
                    + onRejected
                    + postSuccessEvent
                    + postAbortedEvent
                    + postPreemptedEvent
                    + postRejectedEvent
                    + postFeedbackEvent
                    + done_cb
                    + active_cb
                    + feedback_cb
                    # client
                    + ACTION_DEFINITION()
                    + SmaccActionClientBase()
                    + SmaccActionClientBase()
                    + ~SmaccActionClientBase()
                    + initialize()
                    + postResultEvent()
                    + onOrthogonalAllocation()
                    + onSucceeded()
                    + onSucceeded()
                    + onAborted()
                    + onAborted()
                    + onPreempted()
+ onPreempted()
                    + onRejected()
                    + onRejected()
                    + cancelGoal()
                    + getState()
                    + sendGoal()
                    + getEventLabel()
                    # onFeedback()
                    # onResult()
                          < control_msgs::GripperCommand
                                      Action >
smacc::client_bases
::SmaccActionClientBase
< control_msgs::GripperCommand
            Action >
+ name
+ onSucceeded_
+ onAborted
+ onPreempted
+ onRejected
+ postSuccessEvent
+ postAbortedEvent
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
+ done_cb
+ active_cb
+ feedback cb
# client
+ ACTION DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
```

sm_fetch_screw_loop _1::cl_gripper::ClGripper + ClGripper() + ClGripper() + ~ClGripper()

+ executeSetGripperPosition

+ executeOpenGripper()

+ getName()

Value()

+ onSucceeded() + onAborted() + onPreempted() + onPreempted() + onRejected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult()