```
# components_
               - stateMachine

    orthogonal

               + ISmaccClient()
               + ~ISmaccClient()
               + initialize()
               + getName()
               + postEvent()
               + postEvent()
               + getComponent()
               + configureEventSourceTypes()
               + getType()
               + getStateMachine()
               + connectSignal()
               + requiresClient()
               # createComponent()
               # setStateMachine()
               # setOrthogonal()
                   smacc::client_bases
                   ::SmaccServiceClient
                       < ServiceType >
                   + serviceName
                   # nh
                   # client
                   # initialized
                   + SmaccServiceClient()
                   + initialize()
                   + call()
                                < std srvs::SetBool >
                   smacc::client bases
                   ::SmaccServiceClient
                    < std_srvs::SetBool >
                   + serviceName_
                   # nh
                   # client
                   # initialized
                   + SmaccServiceClient()
                   + initialize()
                   + call()
sm dance bot::cl service3
                                  sm dance bot strikes
       ::CIService3
                                   back::cl service3::ClService3
+ ClService3()
                                  + CIService3()
```

smacc::ISmaccClient