```
smacc::ISmaccClient
   # components
   - stateMachine
   + ISmaccClient()
   + ~ISmaccClient()
   + initialize()
   + setStateMachine()
   + getName()
   + postEvent()
   + postEvent()
   + getComponent()
   + configureEventSourceTypes()
   + getType()
   + getStateMachine()
   + connectSignal()
   # createComponent()
                   smacc::client bases
                   ::SmaccSubscriberClient
                          < MessageType >
                   + topicName
                   + queueSize
                   + onFirstMessageReceived_
                   + onMessageReceived_
                   + postMessageEvent
                   + postInitialMessageEvent
                   # nh
                   - sub
                   - firstMessage_
                   - initialized_
                   + SmaccSubscriberClient()
                   + SmaccSubscriberClient()
                   + ~SmaccSubscriberClient()
                   + onMessageReceived()
                   + onFirstMessageReceived()
                   + configureEventSourceTypes()
                   + initialize()
                   - messageCallback()
                         < std_msgs::UInt16 >
smacc::client_bases
::SmaccSubscriberClient
    < std_msgs::UInt16 >
+ topicName
+ queueSize
+ onFirstMessageReceived_
+ onMessageReceived_
+ postMessageEvent
+ postInitialMessageEvent
# nh_
- sub

    firstMessage_

    initialized_

+ SmaccSubscriberClient()
+ SmaccSubscriberClient()
```

## keyboard\_client::ClKeyboard + OnKeyPress

+ ~SmaccSubscriberClient() + onMessageReceived() + onFirstMessageReceived() + configureEventSourceTypes()

+ postEventKeyPress

messageCallback()

- initialized
- + OnKeyPress() + ClKeyboard()

+ initialize()

- + ~ClKeyboard()
- + initialize()
- + configureEventSourceTypes()
- + onKeyboardMessage()
- + postKeyEvent()