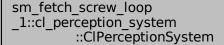
## smacc::ISmaccClient

- # components
- stateMachine\_
- orthogonal
- + ISmaccClient()
- + ~ISmaccClient()
- + initialize()
- + getName()
- + postEvent()
- + postEvent()
  + getComponent()
- + getComponent()
- + getType()
- + getStateMachine()
- + connectSignal()
- + requiresClient()
- + getComponents()
- # onOrthogonalAllocation()
- # createComponent()
- # createNamedComponent()
- # setStateMachine()
- # setOrthogonal()

## smacc::ISmaccUpdatable

- periodDuration
- İastUpdate
- + ISmaccUpdatable()
- + ISmaccUpdatable()
- + executeUpdate()
- + setUpdatePeriod()
- # update()



- + decissionsCount
- + currentCube
- + sceneState
- + gazeboPerceptionSimulation\_
- + CIPerceptionSystem()
- + ~CIPerceptionSystem()
- + onOrthogonalAllocation()
- + getMainTablePose()
- + getTargetTablePose()
  + printCubesState()
- + nextCube()
- + update()
- + getTargetCurrentCubeInfo()
- + decidePickCubePose()
- + decidePlacePose()
- + computePregraspPoseFromCubePose()
- + decidePrePlacePose()
- + computePlaceCubeGrasping Orientation()