```
smacc::ISmaccClientBehavior

    stateMachine

  - currentState

    currentOrthogonal

  + ISmaccClientBehavior()
  + ~ISmaccClientBehavior()
   + getStateMachine()
   + getName()
  + requiresClient()
  + requiresComponent()
  + getNode()
  # runtimeConfigure()
  # onEntry()
  # onExit()
  # postEvent()
  # postEvent()
  # getCurrentState()
  # executeOnEntry()
  # executeOnExit()
  # dispose()
  onOrthogonalAllocation()
                 Δ
smacc::SmaccAsyncClientBehavior
onEntryThread

    onExitThread

    postFinishEventFn

    postSuccessEventFn

- postFailureEventFn_

    onFinished

    onSuccess

- onFailure
+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
  cl_move_base z::CbMoveBase
        ClientBehaviorBase
  # moveBaseClient
  + onOrthogonalAllocation()
  propagateSuccessEvent()
  - propagateFailureEvent()
                 Δ
    cl move base z::CbRotate
    + listener
    + rotateDegree
    + CbRotate()
    + CbRotate()
    + onEntry()
```