

sm\_fetch\_two\_table  
\_pick\_n\_place\_1::cl  
\_perception\_system::CIPerception  
System::decidePlacePose

```
graph LR; A["sm_fetch_two_table  
_pick_n_place_1::cl  
_perception_system::CIPerception  
System::decidePlacePose"] --> B["smacc::ISmaccClient  
::GetComponent"]; A --> C["cl_move_base_z::Pose  
::toPoseMsg"]
```

The diagram illustrates a call sequence. A central box on the left contains the function name and its arguments. Two arrows originate from the right side of this box, pointing to two separate boxes on the right. The top arrow points to a box containing the method name and its argument. The bottom arrow points to a box containing the method name and its argument.

smacc::ISmaccClient  
::GetComponent

cl\_move\_base\_z::Pose  
::toPoseMsg