```
smacc::ISmaccClient
 # components

    stateMachine

    orthogonal

 + ISmaccClient()
 + ~ISmaccClient()
 + initialize()
 + getName()
 + postEvent()
 + postEvent()
 + getComponent()
 + getComponent()
 + configureEventSourceTypes()
 + getType()
 + getStateMachine()
 + connectSignal()
 + requiresClient()
 + getComponents()
 # createComponent()
 # createNamedComponent()
 # setStateMachine()
 # setOrthogonal()
sm moveit::cl movegroup
         ::ClMoveGroup
+ moveGroupClientInterface
+ planningSceneInterface

    postEventMotionExecution

Succeded

    postEventMotionExecution

Failed

    onSucceded

    onFailed

+ ClMoveGroup()
```

+ ~CIMoveGroup()
+ configureEventSourceTypes()
+ onMotionExecutionSuccedded()
+ onMotionExecutionFailed()
+ moveToAbsolutePose()
+ moveEndEfectorToPose()
+ moveRelative()
+ moveRelativeCartesian()