

| smacc::ISmaccClient |
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| # components_ - stateMachine_ - orthogonal_ |
| + ISmaccClient() + ~ISmaccClient() + initialize() + getName() + postEvent() + postEvent() + getComponent() + getComponent() + getType() + getStateMachine() + connectSignal() + requiresClient() + getComponents() # onOrthogonalAllocation() # createComponent() # createNamedComponent() # setStateMachine() # setOrthogonal() |

| smacc::ISmaccUpdatable |
|--|
| - periodDuration_ - lastUpdate_ |
| + ISmaccUpdatable() + ISmaccUpdatable() + executeUpdate() + setUpdatePeriod() # update() |

| sm_fetch_screw_loop _1::cl_perception_system ::CIPerceptionSystem |
|---|
| + decisionsCount + currentCube + sceneState_ + gazeboPerceptionSimulation_ |
| + CIPerceptionSystem() + ~CIPerceptionSystem() + onOrthogonalAllocation() + getMainTablePose() + getTargetTablePose() + printCubesState() + nextCube() + update() + getTargetCurrentCubeInfo() + decidePickCubePose() + decidePlacePose() + computePregraspPoseFromCubePose() + decidePrePlacePose() + computePlaceCubeGrasping Orientation() |

