```
smacc::ISmaccClientBehavior

    stateMachine

- currentState
- currentOrthogonal
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# executeOnEntry()
# executeOnExit()
# dispose()
onOrthogonalAllocation()
smacc::SmaccClientBehavior
+ onEntry()
+ onExit()
   sm_dance bot strikes
   back::cl led::CbLEDOn
   + ledActionClient
   + onEntry()
   + onExit()
```