

smacc::ISmaccClient
# 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()

