```
# components

    stateMachine

    orthogonal

+ ISmaccClient()
  ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
             Д
 smacc::client bases
    ::ISmaccActionClient
  # name
  + ISmaccActionClient()
  + ~ISmaccActionClient()
  + getNamespace()
  + cancelGoal()
  + getState()
                   smacc::client bases
                   ::SmaccActionClientBase
                          < ActionType >
                   + name
                   + onSucceeded
                   + onAborted
                   + onPreempted
                   + onRejected
                   + postSuccessEvent
                   + postAbortedEvent
                   + postPreemptedEvent
                   + postRejectedEvent
                   + postFeedbackEvent
                   + done_cb
                   + active_cb
                   + feedback_cb
                   # client
                   + ACTION_DEFINITION()
                   + SmaccActionClientBase()
                   + SmaccActionClientBase()
                   + ~SmaccActionClientBase()
                   + initialize()
                   + postResultEvent()
                   + onOrthogonalAllocation()
                   + onSucceeded()
                   + onSucceeded()
                   + onAborted()
                   + onAborted()
                   + onPreempted()
                   + onPreempted()
                   + onRejected()
                   + onRejected()
                   + cancelGoal()
                   + getState()
                   + sendGoal()
                   + getEventLabel()
                   # onFeedback()
                   # onResult()
                         < sm_dance_bot_strikes
                         back::LEDControlAction >
smacc::client bases
::SmaccActionClientBase
< sm_dance_bot_strikes
_back::LEDControlAction >
+ name
+ onSucceeded
+ onAborted
+ onPreempted
+ onRejected
+ postSuccessEvent
```

smacc::ISmaccClient

+ postAbortedEvent + postPreemptedEvent + postRejectedEvent + postFeedbackEvent + done_cb + active_cb + feedback_cb # client + ACTION_DEFINITION() + SmaccActionClientBase() + SmaccActionClientBase() + ~SmaccActionClientBase() + initialize() + postResultEvent() + onOrthogonalAllocation() + onSucceeded() + onSucceeded() + onAborted() + onAborted() + onPreempted() + onPreempted() + onRejected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult()

sm_dance_bot_strikes
_back::cl_led::ClLED

+ SMACC ACTION CLIENT

_DEFINITION() + CILED() + getName() + ~CILED()

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