## smacc::ISmaccClient

- # components
- stateMachine orthogonal
- + ISmaccClient()
- + ~ISmaccClient() + initialize()
- + getName()
- + postEvent()
- + postEvent()
- + getComponent() + getComponent()
- + configureEventSourceTypes()
- + getType() + getStateMachine()
- + connectSignal()
- + requiresClient()
- + getComponents()
- # createComponent()
- # createNamedComponent() # setStateMachine()
- # setOrthogonal()



## moveit z client::ClMoveGroup

- + moveGroupClientInterface
- + planningSceneInterface
- postEventMotionExecution
- Succeded
- postEventMotionExecution
- Failed
- onSucceded
- onFailed
- + ClMoveGroup() + ~ClMoveGroup()
- + postEventMotionExecution
- Succeded()
- + postEventMotionExecution
- Failed() + configureEventSourceTypes()
- + onMotionExecutionSuccedded()
- + onMotionExecutionFailed()