```
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 fetch two table
   pick n place 1::cl
   gripper::CbOpenGripper
  + onEntry()
  + onExit()
```