```
smacc2::ISmaccClient
  # components

    stateMachine

    orthogonal

  + ISmaccClient()
  + ~ISmaccClient()
  + onInitialize()
  + getName()
  + getComponent()
  + getComponent()
  + getComponent()
  + getType()
  + getStateMachine()
  + connectSignal()
  + requiresClient()
  + getComponents()
  + postEvent()
  + postEvent()
  # onOrthogonalAllocation()
  # createComponent()
  # createNamedComponent()
  # getNode()
  # getLogger()
  initialize()
  setStateMachine()
  setOrthogonal()
cl_move_group_interface
         ::CIMoveGroup

    moveGroupClientInterface

    planningSceneInterface

    postEventMotionExecution

Succeded

    postEventMotionExecution

Failed
```

- onSucceded_ - onFailed_ - groupName_ + CIMoveGroup() + ~CIMoveGroup() + onInitialize()

Succeded()

Failed()

+ postEventMotionExecution

+ postEventMotionExecution

+ onOrthogonalAllocation()+ onMotionExecutionSuccedded()+ onMotionExecutionFailed()