```
{smacc2::ISmaccComponent
# stateMachine
# owner
|+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requires Component()
# requiresComponent()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# aetNode()
# getLogger()
# getStateMachine()
- initialize()
setStateMachine()
  {cl move group interface
     ::CpGraspingComponent
  |+ fingerTipNames
  + gripperLink
  + currentAttachedObjectName
  - graspingObjects
  |+ getGraspingObject()
  + createGraspableBox()
```