```
    orthogonal_

+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ iterateComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
#getNode()
# getLogger()
- initialize()
- setStateMachine()
setOrthogonal()
 smacc2::client_bases
   ::ISmaccActionClient
 # name
  + ISmaccActionClient()
  + ~ISmaccActionClient()
  + getNamespace()
  + cancelGoal()
  + getClientBase()
  + getName()
             Д
                    smacc2::client_bases
                   ::SmaccActionClientBase
                          < ActionType >
                    + action_endpoint_

    + lastRequest

    goalHandle

                   + onSucceeded_
                   + onAborted_

    onCancelled

                    + postSuccessEvent
                    + postAbortedEvent
                    + postCancelledEvent
                    + postFeedbackEvent
                   + done_cb
                    + feedback_cb
                   # client
                    + SmaccActionClientBase()
                   + SmaccActionClientBase()
                   + ~SmaccActionClientBase()
                    + getClientBase()
                    + onInitialize()
                    + postResultEvent()
                    + onOrthogonalAllocation()
                    + onSucceeded()
                    + onSucceeded()
                    + onAborted()
                    + onAborted()
                    + onCancelled()
                    + onCancelled()
                   + cancelGoal()
                   + sendGoal()
                    + getEventLabel()
                   # onFeedback()
                   # onResult()
                         < sm dance bot strikes
                         _back::action::LEDControl >
smacc2::client_bases
::SmaccActionClientBase
< sm_dance_bot_strikes
 _back::action::LEDControl >
+ action_endpoint_
+ lastRequest
+ goalHandle
+ onSucceeded_
+ onAborted_
+ onCancelled
+ postSuccessEvent
+ postAbortedEvent
+ postCancelledEvent
+ postFeedbackEvent
+ done_cb
 + feedback_cb
# client
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ getClientBase()
+ onInitialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onCancelled()
+ onCancelled()
+ cancelGoal()
+ sendGoal()
+ getEventLabel()
# onFeedback()
```

onResult()

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

sm_dance_bot_strikes _back::cl_led::CILED

smacc2::ISmaccClient

components_ - stateMachine_