```
smacc2::ISmaccClient
# components
- stateMachine
- 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
                    ::SmaccServiceClient
                       < ServiceType >
                    + serviceName_
                    # client
                    # initialized
                    + SmaccServiceClient()
                    + SmaccServiceClient()
                    + onInitialize()
                    + call()
                        < std srvs::srv::SetBool >
  smacc2::client_bases
  ::SmaccServiceClient
  < std_srvs::srv::SetBool >
  + serviceName
  # client
  # initialized
  + SmaccServiceClient()
  + SmaccServiceClient()
  + onInitialize()
  + call()
sm dance bot strikes
 back::cl service3::ClService3
+ CIService3()
```