```
smacc2::ISmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ onEntry()
+ onExit()
+ executeOnEntry()
+ executeOnExit()
# runtimeConfigure()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# aetNode()
# getLogger()
- onOrthogonalAllocation()
smacc2::SmaccClientBehavior
+ onEntry()
+ onExit()
   sm dance bot strikes
    back::cl led::CbLEDOn
   + ledActionClient
   + onEntry()
   + onExit()
```