```
smacc2::ISmaccClientBehavior

    stateMachine

    currentState

    - currentOrthogonal
    + ISmaccClientBehavior()
    + ~ISmaccClientBehavior()
    + getStateMachine()
    + getName()
    + requiresClient()
    + requiresComponent()
    + onEntry()
    + onExit()
    + executeOnEntry()
    + executeOnExit()
    # runtimeConfigure()
    # postEvent()
    # postEvent()
    # getCurrentState()
    # dispose()
   #getNode()
    # getLogger()
    - onOrthogonalAllocation()
                  Δ
   smacc2::SmaccAsyncClient
               Behavior
   - onEntryThread
   - onExitThread

    postFinishEventFn

   - postSuccessEventFn_

    postFailureEventFn

   - onFinished
   - onSuccess_
   - onFailure

    isShutdownRequested_

   + onOrthogonalAllocation()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   + requestForceFinish()
   + executeOnEntry()
   + executeOnExit()
   + waitOnEntryThread()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   #isShutdownRequested()
   - waitFutureIfNotFinished()
cl_nav2z::CbNav2ZClientBehaviorBase
# nav2zClient
# navigationCallback
# navigationResult
# goalHandleFuture
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
# sendGoal()
# cancelGoal()
# isOwnActionResponse()
# onNavigationResult()
# onNavigationActionSuccess()
# onNavigationActionAbort()
         cl_nav2z::CbRotate
          + rotateDegree
         + goalChecker
         + spinningPlanner
          - listener
          + CbRotate()
          + CbRotate()
          + onEntry()
```