```
smacc2::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requires Component()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# getNode()
# getLogger()
# getStateMachine()
- initialize()
setStateMachine()
    cl nav2z::CpSlamToolbox
    - state
    + CpSlamToolbox()
    + ~CpSlamToolbox()
    + getState()
```

+ toogleState()