```
smacc2::ISmaccClientBehavior
    - stateMachine
    - currentState

    currentOrthogonal

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

    postFinishEventFn

   - postSuccessEventFn
   postFailureEventFn_
   - onFinished
   - onSuccess

    onFailure

   - isShutdownRequested
   + onOrthogonalAllocation()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   #isShutdownRequested()
   waitFutureIfNotFinished()
   executeOnEntry()
   executeOnExit()
                  Δ
cl nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
# navigationResult
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
- propagateSuccessEvent()
- propagateFailureEvent()
  cl nav2z::CbUndoPathBackwards
  + goalChecker
  - listener
  + onEntry()
  + onExit()
```