

```

    {smacc2::ISmaccState
    |# node_
    # logger_
    # stateReactors_
    # eventGenerators_
    # parentState_
    # stateInfo_
    |+ getStateMachine()
    + getName()
    + getParentState()
    + getNode()
    + getLogger()
    + getClassName()
    + configure()
    + requiresComponent()
    + requiresClient()
    + getGlobalSMDData()
    + setGlobalSMDData()
    + createStateReactor()
    + createStateReactor()
    + createEventGenerator()
    + postEvent()
    + postEvent()
    + notifyTransition()
    + notifyTransitionFromTransition
    TypeInfo()
    + getStateReactors()
    + getEventGenerators()
    + getOrthogonal()
    + getEventGenerator()
    + getStateReactor()
    }

```



```

{smacc2::SmaccState
< MostDerived, Context,
    InnerInitial, historyMode >
|+ finishStateThrown
+ smacc_inner_type
|+ SmaccState()
+ SmaccState()
+ ~SmaccState()
+ getStateInfo()
+ getName()
+ getFullName()
+ getShortName()
+ getParentState()
+ exit()
+ runtimeConfigure()
+ onEntry()
+ onExit()
+ getGlobalSMDData()
+ setGlobalSMDData()
+ requiresComponent()
+ getStateMachine()
+ checkWhileLoopConditionAnd
ThrowEvent()
+ throwSequenceFinishedEvent()
+ configure_orthogonal
_runtime()
+ configure_orthogonal
_runtime()
+ configure_orthogonal()
+ static_createStateReactor()
+ static_createEventGenerator()
+ static_createStateReactor
_aux()
+ initial_deep_construct()
+ deep_construct()
+ shallow_construct()
- entryStateInternal()
- configure_orthogonal
_internal()
}

```