```
smacc2::ISmaccClientBehavior
   - stateMachine
    currentState

    currentOrthogonal

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

    postFinishEventFn

    postSuccessEventFn

   postFailureEventFn
   - onFinished
   - onSuccess_
   - on Failure
   - isShutdownRequested
   + onOrthogonalAllocation()
     \simSmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   + requestForceFinish()
   + executeOnEntry()
   + executeOnExit()
   + waitOnEntryThread()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   #isShutdownRequested()
   waitFutureIfNotFinished()
                  Δ
cl nav2z::CbNav2ZClientBehaviorBase
# nav2zClient
# navigationResult
# goalHandleFuture
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
# sendGoal()
# cancelGoal()
# isOwnActionResponse()
# onNavigationActionSuccess()
# onNavigationActionAbort()
                  Δ
     cl nav2z::CbAbortNavigation
     + CbAbortNavigation()
     + onEntry()
     + onExit()
```