```
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
   - on Entry Thread
   onExitThread
   - postFinishEventFn
   - postSuccessEventFn

    postFailureEventFn_

   - onFinished
   - onSuccess
   - onFailure

    isShutdownRequested

   + onOrthogonalAllocation()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   # isShutdownRequested()
   - waitFutureIfNotFinished()
   executeOnEntry()
   executeOnExit()
cl nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
# navigationResult
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()

    propagateSuccessEvent()

propagateFailureEvent()
   cl_nav2z::CbNavigateBackwards

    backwardDistance

   + backwardSpeed+ goalChecker_
   + odomTracker
   + CbNavigateBackwards()
   + onEntry()
   + onExit()
```