```
stateMachine_

    orthogonal

+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
#getNode()
# getLogger()
initialize()
- setStateMachine()
setOrthogonal()
  smacc2::client_bases
   ::ISmaccActionClient
  # name
 + ISmaccActionClient()
  + ~ISmaccActionClient()
  + getNamespace()
  + cancelGoal()
  + getClientBase()
  + getName()
             Δ
                   smacc2::client_bases
                   ::SmaccActionClientBase
                          < ActionType >
                   + lastRequest_
                   + goalHandle
                   + onSucceeded_
                   + onAborted
                   + onCancelled
                   + postSuccessEvent
                   + postAbortedEvent
                   + postCancelledEvent
                   + postFeedbackEvent
                   + done cb
                   + feedback_cb
                   # client
                   + SmaccActionClientBase()
                   + SmaccActionClientBase()
                   + ~SmaccActionClientBase()
                   + getClientBase()
                   + onInitialize()
                   + postResultEvent()
                   + onOrthogonalAllocation()
                   + onSucceeded()
                   + onSucceeded()
                   + onAborted()
                   + onAborted()
                   + onCancelled()
                   + onCancelled()
                   + cancelGoal()
                   + sendGoal()
                   + getEventLabel()
                   # onFeedback()
                   # onResult()
                         < sm_dance_bot_strikes</pre>
                         back::action::LEDControl >
smacc2::client bases
::SmaccActionClientBase
< sm_dance_bot_strikes
  _back::action::LEDControl >
+ lastRequest_
+ goalHandle
+ onSucceeded_
+ onAborted
+ onCancelled
+ postSuccessEvent
+ postAbortedEvent
+ postCancelledEvent
+ postFeedbackEvent
+ done_cb
+ feedback cb
# client
+ SmaccActionClientBase()
```

smacc2::ISmaccClient

# components

sm\_dance\_bot\_strikes \_back::cl\_led::CILED + CILED()

+ getName() + ~CILED()

+ SmaccActionClientBase()+ ~SmaccActionClientBase()

+ getClientBase()+ onInitialize()+ postResultEvent()+ onOrthogonalAllocation()

+ onSucceeded() + onSucceeded() + onAborted() + onCancelled() + onCancelled() + cancelGoal() + sendGoal() + getEventLabel() # onFeedback()