## smacc2::ISmaccClient # components\_ - 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 ::SmaccPublisherClient + topicName + queueSize + durability + reliability + pub - initialized + SmaccPublisherClient() + ~SmaccPublisherClient() + configure() + publish() cl\_ros\_publisher::ClRosPublisher sm dance bot lite:: sm dance bot strikes sm dance bot warehouse sm dance bot warehouse sm dance bot warehouse sm\_dance\_bot::cl\_string cl string publisher \_back::cl\_string\_publisher ::cl string publisher \_2::cl\_string\_publisher 3::cl\_string\_publisher publisher::ClStringPublisher ::ClStringPublisher ::CIStringPublisher ::ClStringPublisher ::ClStringPublisher ::ClStringPublisher + CIRosPublisher() + topicName\_ + topicName + topicName + topicName + topicName + topicName + ~ClRosPublisher() + CIStringPublisher() + configure() + CIStringPublisher() + CIStringPublisher() + CIStringPublisher() + CIStringPublisher() + CIStringPublisher() + onInitialize() + publish() + onInitialize() + onInitialize() + onInitialize() + onInitialize() + onInitialize()