```
smacc2::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresComponent()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# getNode()
# getLogger()
# getStateMachine()
- initialize()
setStateMachine()
```

sm\_dance\_bot\_strikes \_back::cl\_lidar::CpLidarSensorData

+ lastMessage\_ + forwardObstacleDistance

+ SECURITY DISTANCE

+ onInitialize()

+ MessageCallbackStoreDistance ToWall()