```
smacc2::ISmaccClientBehavior
    stateMachine

    currentState

    currentOrthogonal

    + ISmaccClientBehavior()
    + ~ISmaccClientBehavior()
    + getStateMachine()
     getName()
    + requiresClient()
    + requiresComponent()
    + onEntry()
    + onExit()
    + executeOnEntry()
    + executeOnExit()
    # runtimeConfigure()
   # postEvent()
# postEvent()
    # getCurrentState()
    # dispose()
    # getNode()
    # getLogger()
    - onOrthogonalAllocation()
                   Δ
   smacc2::SmaccAsyncClient
               Behavior
   - onEntryThread
   - onExitThread
   - postFinishEventFn
   - postSuccessEventFn
   - postFailureEventFn
   - onFinished
   - onSuccess
   - onFailure

    isShutdownRequested_

   + onOrthogonalAllocation()
   + ~SmaccAsyncClientBehavior()
   + 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::CbRotate
          + rotateDegree
+ goalChecker
          + spinningPlanner

    listener

          + CbRotate()
          + CbRotate()
          + onEntry()
```