```
smacc2::ISmaccClient
# components
- stateMachine_

    orthogonal

+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ iterateComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
initialize()
- setStateMachine()
- setOrthogonal()
                   smacc2::client bases
                   ::SmaccServiceClient
                       < ServiceType >
                   + serviceName
                   # client
                   # initialized
                   + SmaccServiceClient()
                   + onInitialize()
                   + call()
                        < std srvs::srv::SetBool >
  smacc2::client bases
  ::SmaccServiceClient
  < std_srvs::srv::SetBool >
  + serviceName
  # client
  # initialized_
  + SmaccServiceClient()
  + onInitialize()
  + call()
 sm dance bot::cl service3
         ::CIService3
 + CIService3()
```