## smacc2::ISmaccComponent

# stateMachine # owner

+ ISmaccComponent()

+ ~ISmaccComponent()

+ getName()

# onInitialize()

# postEvent() # postEvent()

# onOrthogonalAllocation()

# requiresComponent()

# requiresClient()

# createSiblingComponent() # createSiblingNamedComponent()

# getNode()

# getLogger() # getStateMachine()

- initialize()

setStateMachine()

sm\_dance bot warehouse 2::cl lidar::CpForwardObstacle Detector

+ lastScanMessage + SECURITY DISTANCE

+ onInitialize() + modulo Euclidean()

+ getForwardDistance()

+ MessageCallbackStoreDistance ToWall()