```
smacc2::ISmaccClientBehavior
       stateMachine
       currentState
       currentOrthogonal
    + ISmaccClientBehavior()
      ~ISmaccClientBehavior()
    + getStateMachine()
      getName()
    + requiresClient()
      requiresComponent()
    + onEntry()
      onExit()
    + executeOnEntry()
      executeOnExit()
    # runtimeConfigure()
    # postEvent()
    # postEvent()
    #
       getCurrentState()
    # dispose()
    #
       getNode()
    # getLogger()
       onOrthogonalAllocation()
     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()

cl_nav2z::CbNav2ZClientBehaviorBase
# nav2zClient_
#
   navigationCallback_
# navigationResult_
# goalHandleFuture_
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
# sendGoal()
#
   cancelGoal()
# isOwnActionResponse()
   onNavigationResult()
#
# onNavigationActionSuccess()
   onNavigationActionAbort()
#
                 Δ
  cl_nav2z::CbNavigateBackwards
       backwardDistance
```

+ backwardDistance
+ backwardSpeed
+ goalChecker_
+ odomTracker_
+ CbNavigateBackwards()
+ onEntry()

+ onExit()