```
smacc2::ISmaccClientBehavior
   - stateMachine

    currentState

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

    postFinishEventFn

   - postSuccessEventFn
   - postFailureEventFn_

    onFinished

   - onSuccess

    onFailure

   + onOrthogonalAllocation()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   - waitFutureIfNotFinished()
   executeOnEntry()
   executeOnExit()
                  Δ
cl nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
- propagateSuccessEvent()
propagateFailureEvent()
                  Δ
    cl_nav2z::CbNavigateForward
    + forwardDistance
    + forwardSpeed
    + forceInitialOrientation
    + goalChecker_
    + listener
    + odomTracker
    + CbNavigateForward()
    + CbNavigateForward()
    + ~CbNavigateForward()
     + onEntry()
    + onExit()
```