```
smacc2::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# aetNode()
# getLogger()
# getStateMachine()
- initialize()
```

sm dance bot warehouse 2::cl nav2z::CpSquareShapeBoundary

+ squareLenghtMeters

- setStateMachine()

+ robotPose

+ CpSquareShapeBoundary() + onInitialize()

+ getForwardDistance()