```
{smacc2::ISmaccClient
# components
- stateMachine_

    orthogonal

|+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
#getLogger()
initialize()
- setStateMachine()
setOrthogonal()
             }
                   {smacc2::client_bases
                   ::SmaccSubscriberClient
                         < MessageType >
                   |+ topicName
                   + queueSize
                   + onFirstMessageReceived_
                   + onMessageReceived_
                   + postMessageEvent
                   + postInitialMessageEvent
                   - sub

    firstMessage

    initialized

                   |+ SmaccSubscriberClient()
                   + SmaccSubscriberClient()
                   + ~SmaccSubscriberClient()
                   + onMessageReceived()
                   + onFirstMessageReceived()
                   + onOrthogonalAllocation()
                   # onInitialize()
                    messageCallback()
                         < std_msgs::msg::UInt16 >
{smacc2::client_bases
 ::SmaccSubscriberClient
 < std_msgs::msg::UInt16 >
+ topicName
+ queueSize
+ onFirstMessageReceived_
+ onMessageReceived_
+ postMessageEvent
+ postInitialMessageEvent
- sub
- firstMessage_

    initialized

|+ SmaccSubscriberClient()
+ SmaccSubscriberClient()
+ ~SmaccSubscriberClient()
+ onMessageReceived()
+ onFirstMessageReceived()
+ onOrthogonalAllocation()
# onInitialize()
- messageCallback()
  {cl_keyboard::ClKeyboard
 |+ OnKeyPress
 + postEventKeyPress
 - initialized_
```

|+ ClKeyboard() + ~ClKeyboard() + onInitialize() + OnKeyPress()

+ onOrthogonalAllocation() + onKeyboardMessage() + postKeyEvent()