```
smacc2::ISmaccClientBehavior

    stateMachine

    currentState

   - currentOrthogonal
   + ISmaccClientBehavior()
   + ~ISmaccClientBehavior()
   + getStateMachine()
   + getName()
   + requiresClient()
   + requiresComponent()
   + onEntry()
   + onExit()
   + executeOnEntry()
   + executeOnExit()
   # runtimeConfigure()
   # postEvent()
   # postEvent()
   # getCurrentState()
   # dispose()
   # getNode()
   # getLogger()
    - onOrthogonalAllocation()
                  Δ
   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()
   cl_nav2z::CbNavigateBackwards
   + backwardDistance
   + backwardSpeed
   + goalChecker
   + odomTracker
   + CbNavigateBackwards()
   + onEntry()
   + onExit()
```