```
smacc2::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requires Component()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# getNode()
# getLogger()
initialize()
```

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

+ squareLenghtMeters + robotPose

- setStateMachine()

- + CpSquareShapeBoundary()
- + onInitialize()
- + getForwardDistance()