```
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()
cl nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
- propagateSuccessEvent()
propagateFailureEvent()
                  Λ
   cl_nav2z::CbNavigateBackwards
   + backwardDistance
   + backwardSpeed
   + goalChecker
   + odomTracker
   + CbNavigateBackwards()
   + CbNavigateBackwards()
   + onEntry()
   + onExit()
```