```
smacc2::ISmaccClientBehavior

    stateMachine

    currentState

- currentOrthogonal
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# dispose()
# getNode()
# getLogger()
- executeOnEntry()
executeOnExit()
- onOrthogonalAllocation()
smacc2::SmaccClientBehavior
+ onEntry()
+ onExit()
    sm dance bot::cl led
          ::CbLEDOn
     + ledActionClient
     + onEntry()
     + onExit()
```