```
# components
                                           - stateMachine_
                                           - orthogonal_
                                           + ISmaccClient()
                                           + ~ISmaccClient()
                                           + onInitialize()
                                           + getName()
                                           + getComponent()
                                           + getComponent()
                                           + getType()
                                           + getStateMachine()
                                           + connectSignal()
                                           + requiresClient()
                                           + getComponents()
                                           + postEvent()
                                           + postEvent()
                                           # onOrthogonalAllocation()
                                           # createComponent()
                                           # createNamedComponent()
                                           #getNode()
                                           # getLogger()
                                           - initialize()
                                           - setStateMachine()
                                           setOrthogonal()
                                            smacc2::client bases
                                              ::ISmaccActionClient
                                            # name
                                            + ISmaccActionClient()
                                            + ~ISmaccActionClient()
                                            + getNamespace()
                                            + cancelGoal()
                                             + getClientBase()
                                          smacc2::client_bases
                                          ::SmaccActionClientBase
                                                 < ActionType >
                                          + name_
                                          + lastRequest
                                          + goalHandle
                                          + onSucceeded_
                                          + onAborted
                                          + onCancelled
                                          + postSuccessEvent
                                          + postAbortedEvent
                                          + postCancelledEvent
                                          + postFeedbackEvent
                                          + done cb
                                           + feedback_cb
                                          # client_
                                          + SmaccActionClientBase()
                                          + SmaccActionClientBase()
                                          + ~SmaccActionClientBase()
                                          + getClientBase()
                                          + onInitialize()
                                          + postResultEvent()
                                          + onOrthogonalAllocation()
                                          + onSucceeded()
                                          + onSucceeded()
                                          + onAborted()
                                          + onAborted()
                                          + onCancelled()
                                          + onCancelled()
                                          + cancelGoal()
                                          + sendGoal()
                                          + getEventLabel()
                                           # onFeedback()
                                          # onResult()
                                              < sm_dance_bot_msgs\ < nav2_msgs::action</pre>
                                              ::action::LEDControl >
                                                                     ::NavigateToPose >
                      smacc2::client bases
                                                            smacc2::client bases
                      ::SmaccActionClientBase
                                                            ::SmaccActionClientBase
                      < sm_dance_bot_msgs::action
                                                            < nav2_msgs::action::NavigateTo
                                                                        Pose >
                              ::LEDControl >
                      + name_
                                                            + name_
                      + lastRequest_
                                                            + lastRequest_
                                                            + goalHandle_
                      + goalHandle
                      + onSucceeded_
                                                            + onSucceeded_
                      + onAborted
                                                            + onAborted
                      + onCancelled
                                                            + onCancelled
                      + postSuccessEvent
                                                            + postSuccessEvent
                      + postAbortedEvent
                                                            + postAbortedEvent
                                                            + postCancelledEvent
                      + postCancelledEvent
                      + postFeedbackEvent
                                                            + postFeedbackEvent
                      + done cb
                                                            + done cb
                      + feedback_cb
                                                            + feedback_cb
                                                            # client_
                      # client
                      + SmaccActionClientBase()
                                                            + SmaccActionClientBase()
                      + SmaccActionClientBase()
                                                            + SmaccActionClientBase()
                      + ~SmaccActionClientBase()
                                                            + ~SmaccActionClientBase()
                      + getClientBase()
                                                            + getClientBase()
                      + onInitialize()
                                                            + onInitialize()
                      + postResultEvent()
                                                            + postResultEvent()
                                                            + onOrthogonalAllocation()
                      + onOrthogonalAllocation()
                      + onSucceeded()
                                                            + onSucceeded()
                      + onSucceeded()
                                                            + onSucceeded()
                                                            + onAborted()
                      + onAborted()
                      + onAborted()
                                                            + onAborted()
                      + onCancelled()
                                                            + onCancelled()
                      + onCancelled()
                                                            + onCancelled()
                      + cancelGoal()
                                                            + cancelGoal()
                      + sendGoal()
                                                            + sendGoal()
                      + getEventLabel()
                                                            + getEventLabel()
                                                            # onFeedback()
                      # onFeedback()
                      # onResult()
                                                            # onResult()
                             sm dance_bot_strikes
sm_dance_bot::cl_led
                                                            cl move base z::ClMoveBaseZ
      ::CILED
                              _back::cl_led::ClLED
                                                            + ClMoveBaseZ()
                             + CILED()
                                                            + ~CIMoveBaseZ()
                             + getName()
                                                             + getName()
                             + ~CILED()
```

+ CILED()

+ getName()

+ ~CILED()

smacc2::ISmaccClient