```
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()
  nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
# navigationResult
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
propagateSuccessEvent()
- propagateFailureEvent()
                  Δ
         cl nav2z::CbRotate

    rotateDegree

         + goalChecker
         + spinningPlanner
         - listener
          + CbRotate()
          + CbRotate()
          + onEntry()
```