```
smacc2::ISmaccClientBehavior
       stateMachine
       currentState
       currentOrthogonal
    + ISmaccClientBehavior()
      ~ISmaccClientBehavior()
    + getStateMachine()
      getName()
    + requiresClient()
      requiresComponent()
    + onEntry()
      onExit()
    + executeOnEntry()
      executeOnExit()
    # runtimeConfigure()
    # postEvent()
    # postEvent()
    #
       getCurrentState()
    # dispose()
    #
       getNode()
    # getLogger()
       onOrthogonalAllocation()
     smacc2::SmaccAsyncClient
              Behavior

    onEntryThread_

    onExitThread

   - postFinishEventFn

    postSuccessEventFn

    postFailureEventFn

    onFinished

    onSuccess

    onFailure
   - isShutdownRequested
   + onOrthogonalAllocation()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   + requestForceFinish()
   + executeOnEntry()
   + executeOnExit()
   + waitOnEntryThread()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   # isShutdownRequested()

    waitFutureIfNotFinished()

cl_nav2z::CbNav2ZClientBehaviorBase
 # nav2zClient_
 #
    navigationCallback_
 #
    navigationResult_
 #
   goalHandleFuture_
   ~CbNav2ZClientBehaviorBase()
 +
    onOrthogonalAllocation()
 +
 #
   sendGoal()
 #
    cancelGoal()
 # isOwnActionResponse()
 #
    onNavigationResult()
 #
    onNavigationActionSuccess()
 #
    onNavigationActionAbort()
      cl nav2z::CbNavigateNext
              Waypoint
    # waypointsNavigator_
    # options
    # navigationCallback
    + CbNavigateNextWaypoint()
    + ~CbNavigateNextWaypoint()
    + onEntry()
    + onExit()
         nav2z::CbNavigateNext
        WaypointUntilReached
  - goalWaypointName_

    postEvGoalWaypointReached_

  + CbNavigateNextWaypointUntil
    Reached()

    + ~CbNavigateNextWaypointUntil

    Reached()
  + onOrthogonalAllocation()
  + onEntry()
```

+ onExit()

+ onNavigationActionSuccess()