

```
sm_dance_bot_strikes  
_back::radial_motion  
_states::StiRadialLoopStart  
::loopWhileCondition
```



A diagram showing a call from a stateful object to a stateful object's method. On the left, a gray box contains the code for a stateful object. A blue arrow points from this box to a white box on the right, which contains the code for a stateful object's method.

```
smacc2::ISmaccState  
::getLogger
```