```
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
 - isShutdownRequested
 + onOrthogonalAllocation()
 + ~SmaccAsyncClientBehavior()
 + onSuccess()
 + onFinished()
 + onFailure()
 # postSuccessEvent()
 # postFailureEvent()
 # dispose()
 #isShutdownRequested()
 - waitFutureIfNotFinished()
 executeOnEntry()
 executeOnExit()
                Δ
sm dance bot warehouse
 3::cl nav2zclient::CbPureSpinning
+ yaw_goal_tolerance
- targetYaw
- goalReached
k_betta
- max_angular_yaw_speed_
cmd_vel_pub
+ CbPureSpinning()
+ updateParameters()
+ onEntry()
+ onExit()
```