

boost::statechart::  
event< EvGoalReached  
< TSource, TObject > >

```
classDiagram
    class boost_statechart_event["boost::statechart::event< EvGoalReached< TSource, TObject > >"]
    class sm_autoware_avp_clients_evgoalreached["sm_autoware_avp::clients::EvGoalReached< TSource, TObject >"]
    boost_statechart_event <|-- sm_autoware_avp_clients_evgoalreached
```

The diagram shows two class boxes. The top box is white and contains the text 'boost::statechart::event< EvGoalReached< TSource, TObject > >'. It has two empty rectangular compartments below the text. The bottom box is gray and contains the text 'sm\_autoware\_avp::clients::EvGoalReached< TSource, TObject >'. It also has two empty rectangular compartments below the text. A blue arrow with a hollow triangular head points from the top of the gray box to the bottom of the white box, indicating inheritance.

sm\_autoware\_avp::clients  
::EvGoalReached< TSource,  
TObject >