```
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
cl_nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
# navigationResult
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
- propagateSuccessEvent()
propagateFailureEvent()
                   Δ
    cl_nav2z::CbNavigateForward
    + forwardSpeed
     + forceInitialOrientation
    + goalChecker
+ listener
     + odomTracker

    forwardDistance

    + CbNavigateForward()
+ CbNavigateForward()
     + ~CbNavigateForward()
     + onEntry()
     + onExit()
     + setForwardDistance()
```