```
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
   - on Entry Thread
   onExitThread

    postFinishEventFn

   - postSuccessEventFn
   postFailureEventFn_
   - onFinished
   - onSuccess

    onFailure

   + onOrthogonalAllocation()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   - waitFutureIfNotFinished()
   - executeOnEntry()
   executeOnExit()
cl nav2z::CbNav2ZClientBehaviorBase
# moveBaseClient
  ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
propagateSuccessEvent()
propagateFailureEvent()
                   Δ
          cl nav2z::CbRotate
          + rotateDegree
          + goalChecker
          + spinningPlanner

    listener

          + CbRotate()
          + CbRotate()
          + onEntry()
```