```
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()
         cl nav2z::CbRotate
         + rotateDegree
         + goalChecker
          + spinningPlanner

    listener

          + CbRotate()
          + onEntry()
```