```
smacc2::ISmaccComponent
# stateMachine
# owner
+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# onInitialize()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# createSiblingComponent()
# createSiblingNamedComponent()
# aetNode()
# aetLoaaer()
- initialize()
- setStateMachine()
 cl move base z::GoalChecker
            Switcher

    goal checker selector

  topic
 - default goal checker
   name
  - goal checker selector pub
  + GoalCheckerSwitcher()
```

+ onInitialize()

+ ~GoalCheckerSwitcher() + setDefaultGoalChecker() + setGoalCheckerId()