```
stateMachine_

    orthogonal_

+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
initialize()
setStateMachine()
- setOrthogonal()
 smacc2::client_bases
   ::ISmaccActionClient
 # name
 + ISmaccActionClient()
  + ~ISmaccActionClient()
  + getNamespace()
  + cancelGoal()
  + getClientBase()
  + getName()
             Д
                   smacc2::client bases
                   ::SmaccActionClientBase
                          < ActionType >
                   + action_endpoint
                   + lastRequest
                   + goalHandle
                   + onSucceeded_
                   + onAborted
                   + onCancelled
                   + postSuccessEvent
                   + postAbortedEvent
                   + postCancelledEvent
                   + postFeedbackEvent
                   + done_cb
                   + feedback cb
                   # client
                   + SmaccActionClientBase()
                   + SmaccActionClientBase()
                   + ~SmaccActionClientBase()
                   + getClientBase()
                   + onInitialize()
                   + postResultEvent()
                   + onOrthogonalAllocation()
                   + onSucceeded()
                   + onSucceeded()
                   + onAborted()
                   + onAborted()
                   + onCancelled()
                   + onCancelled()
                   + cancelGoal()
                   + sendGoal()
                   + getEventLabel()
                   # onFeedback()
                   # onResult()
                         < sm dance bot strikes
                         back::action::LEDControl >
smacc2::client_bases
::SmaccActionClientBase
< sm_dance_bot_strikes
 _back::action::LEDControl >
+ action_endpoint_
+ lastRequest_
+ goalHandle
+ onSucceeded_
+ onAborted
+ onCancelled
+ postSuccessEvent
+ postAbortedEvent
+ postCancelledEvent
+ postFeedbackEvent
+ done_cb
+ feedback cb
# client
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ getClientBase()
+ onInitialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onCancelled()
+ onCancelled()
+ cancelGoal()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
```

sm_dance_bot_strikes back::cl led::CILED

+ CILED() + getName() + ~CILED()

smacc2::ISmaccClient

components