```
smacc2::ISmaccClientBehavior
    stateMachine
    currentState

    currentOrthogonal

    + ISmaccClientBehavior()
   + ~ISmaccClientBehavior()
   + getStateMachine()
   + getName()
   + requiresClient()
   + requiresComponent()
    + onEntry()
   + onExit()
   + executeOnEntry()
    + executeOnExit()
   # runtimeConfigure()
   # postEvent()
   # postEvent()
   # getCurrentState()
   # dispose()
   # getNode()
   # getLogger()
    - onOrthogonalAllocation()
                  Δ
   smacc2::SmaccAsyncClient
               Behavior
   onEntryThread
   onExitThread
   - postFinishEventFn
   - postSuccessEventFn
   - postFailureEventFn

    onFinished

   - onSuccess
   - onFailure_

    isShutdownRequested

   + onOrthogonalAllocation()
   + ~SmaccAsyncClientBehavior()
   + onSuccess()
   + onFinished()
   + onFailure()
   + requestForceFinish()
   + executeOnEntry()
   + executeOnExit()
   + waitOnEntryThread()
   + onSuccess()
   + onFinished()
   + onFailure()
   # postSuccessEvent()
   # postFailureEvent()
   # dispose()
   #isShutdownRequested()
   - waitFutureIfNotFinished()
                  Δ
cl_nav2z::CbNav2ZClientBehaviorBase
# nav2zClient
# navigationResult
# goalHandleFuture
+ ~CbNav2ZClientBehaviorBase()
+ onOrthogonalAllocation()
# sendGoal()
# isOwnActionResponse()
# onNavigationActionSuccess()
# onNavigationActionAbort()
                  Δ
   cl_nav2z::CbNavigateBackwards
     backwardDistance
   + backwardSpeed
   + goalChecker_
+ odomTracker
   + CbNavigateBackwards()
   + onEntry()
   + onExit()
```