## smacc2::ISmaccComponent

- # stateMachine
- # owner
- + ISmaccComponent()
- + ~ISmaccComponent()
- + getName()
- # onInitialize()
- # postEvent()
- # postEvent()
- # onOrthogonalAllocation()
- # requiresComponent()
- # requiresComponent()
- # requiresClient()
- # createSiblingComponent()
- # createSiblingNamedComponent()
- # getNode()
- # getLogger()
- # getStateMachine()
- initialize()
- setStateMachine()

## cl\_nitrosz::CpSlamToolbox

- state\_
- + CpSlamToolbox()
- ~CpSlamToolbox()
- + getState()
- + toogleState()