```
smacc2::ISmaccClient
# components
stateMachine_

    orthogonal

+ ISmaccClient()
+ ~ISmaccClient()
+ onInitialize()
+ getName()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
+ postEvent()
+ postEvent()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# getNode()
# getLogger()
initialize()
- setStateMachine()
setOrthogonal()
                   smacc2::client_bases
                   ::SmaccSubscriberClient
                         < MessageType >
                   + topicName
                   + queueSize
                   + onFirstMessageReceived_
                   + onMessageReceived_
                   + postMessageEvent
                   + postInitialMessageEvent
                   - sub
                   - firstMessage_

    initialized

                   + SmaccSubscriberClient()
                   + SmaccSubscriberClient()
                   + ~SmaccSubscriberClient()
                   + onMessageReceived()
                   + onFirstMessageReceived()
                   + onOrthogonalAllocation()
                   # onInitialize()
                    messageCallback()
                         < std_msgs::msg::UInt16 >
smacc2::client bases
::SmaccSubscriberClient
 < std_msgs::msg::UInt16 >
+ topicName
+ queueSize
+ onFirstMessageReceived
+ onMessageReceived
+ postMessageEvent
+ postInitialMessageEvent
 - sub
- firstMessage_

    initialized

+ SmaccSubscriberClient()
+ SmaccSubscriberClient()
+ ~SmaccSubscriberClient()
+ onMessageReceived()
+ onFirstMessageReceived()
+ onOrthogonalAllocation()
# onInitialize()
- messageCallback()
             Δ
```

+ OnKeyPress\_ + postEventKeyPress - initialized\_ + ClKeyboard() + ~ClKeyboard() + onInitialize() + OnKeyPress() + onOrthogonalAllocation()

+ onKeyboardMessage()+ postKeyEvent()

cl\_keyboard::ClKeyboard