```
smacc2::ISmaccClientBehavior

    stateMachine

    currentState

    currentOrthogonal

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

    onEntryThread

    onExitThread

    postFinishEventFn

 - postSuccessEventFn
 postFailureEventFn_

    onFinished

 - onSuccess
 - onFailure
 + onOrthogonalAllocation()
 + ~SmaccAsyncClientBehavior()
 + onSuccess()
 + onFinished()
 + onFailure()
 # postSuccessEvent()
 # postFailureEvent()
 # dispose()
 - waitFutureIfNotFinished()
 executeOnEntry()
 executeOnExit()
sm_dance_bot_warehouse
 3::cl_nav2zclient::CbPureSpinning
+ yaw_goal_tolerance
 rads
- targetYaw
 goalReached
   betta
      _angular_
              z speed
- cmd_vel
          _pub
+ CbPureSpinning()
+ updateParameters()
+ onEntry()
+ onExit()
```