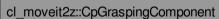## smacc2::ISmaccComponent

stateMachine_

owner_

+ ISmaccComponent()

+ ~ISmaccComponent()

+ getName()

onInitialize()

postEvent()

postEvent()

onOrthogonalAllocation()

requiresComponent()

requiresComponent()

requiresClient()

createSiblingComponent()

createSiblingNamedComponent()

getNode()

getLogger()

getStateMachine()

- initialize()

- setStateMachine()

cl_moveit2z::CpGraspingComponent

+ fingerTipNames

+ gripperLink_

+ currentAttachedObjectName

- graspingObjects

+ getGraspingObject()

+ createGraspableBox()