```
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()
  smacc2::client behaviors
     ::CbWaitActionServer
   - client
   - timeout
   + CbWaitActionServer()
   + ~CbWaitActionServer()
   + onOrthogonalAllocation()
   + onEntry()
```