```
smacc::ISmaccClientBehavior
  - stateMachine

    currentState

    currentOrthogonal

  + ISmaccClientBehavior()
  + ~ISmaccClientBehavior()
  + getStateMachine()
  + getName()
  + requiresClient()
  + requiresComponent()
  + getNode()
  # runtimeConfigure()
  # onEntry()
  # onExit()
  # postEvent()
  # postEvent()
  # getCurrentState()
  # executeOnEntry()
  # executeOnExit()
  # dispose()
  - onOrthogonalAllocation()
                 Δ
smacc::SmaccAsyncClientBehavior

    onEntryThread_

onExitThread

    postFinishEventFn

postSuccessEventFn_

    postFailureEventFn

- onFinished
- onSuccess

    onFailure

+ onOrthogonalAllocation()
+ ~SmaccAsyncClientBehavior()
+ onSuccess()
+ onFinished()
+ onFailure()
# executeOnEntry()
# executeOnExit()
# postSuccessEvent()
# postFailureEvent()
# dispose()
  cl move base z::CbMoveBase
       ClientBehaviorBase
  # moveBaseClient
  # visualizationMarkersPub
  + onOrthogonalAllocation()
  propagateSuccessEvent()
  propagateFailureEvent()
  cl move base z::CbNavigate
          NextWaypoint
  + CbNavigateNextWaypoint()
  + ~CbNavigateNextWaypoint()
  + onEntry()
  + onExit()
```