```
smacc::ISmaccClientBehavior
- stateMachine
- currentState
- currentOrthogonal
+ ISmaccClientBehavior()
+ ~ISmaccClientBehavior()
+ getStateMachine()
+ getName()
+ requiresClient()
+ requiresComponent()
+ getNode()
# runtimeConfigure()
# onEntry()
# onExit()
# postEvent()
# postEvent()
# getCurrentState()
# executeOnEntry()
# executeOnExit()
# dispose()
- on Orthogonal Allocation()
smacc::SmaccClientBehavior
+ onEntry()
+ onExit()
  sm fetch two table
   pick n place 1::cl
    gripper::CbOpenGripper
  + onEntry()
  + onExit()
```