```
# components
stateMachine_
orthogonal_
+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
             Д
  smacc::client_bases
   ::ISmaccActionClient
  + ISmaccActionClient()
  + ~ISmaccActionClient()
  + getNamespace()
  + cancelGoal()
  + getState()
                   smacc::client bases
                   ::SmaccActionClientBase
                          < ActionType >
                   + name
                   + onSucceeded
                   + onAborted
                   + onPreempted_
                   + onRejected_
                   + postSuccessEvent
                   + postAbortedEvent
                   + postPreemptedEvent
                   + postRejectedEvent
                   + postFeedbackEvent
                   + done_cb
                   + active_cb
                   + feedback_cb
                   # client
                   + ACTION_DEFINITION()
                   + SmaccActionClientBase()
                   + SmaccActionClientBase()
                   + ~SmaccActionClientBase()
                   + initialize()
                   + postResultEvent()
                   + onOrthogonalAllocation()
                   + onSucceeded()
                   + onSucceeded()
                   + onAborted()
                   + onAborted()
                   + onPreempted()
                   + onPreempted()
                   + onRejected()
                   + onRejected()
                   + cancelGoal()
                   + getState()
                   + sendGoal()
                   + getEventLabel()
                   # onFeedback()
                   # onResult()
                         < sm_dance_bot_strikes
                         back::LEDControlAction >
smacc::client_bases
::SmaccActionClientBase
< sm_dance_bot_strikes
  _back::LEDControlAction >
+ name
+ onSucceeded_
+ onAborted
+ onPreempted
+ onRejected
+ postSuccessEvent
+ postAbortedEvent
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
+ done_cb
+ active_cb
+ feedback_cb
# client
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
+ onOrthogonalAllocation()
+ onSucceeded()
+ onSucceeded()
+ onAborted()
+ onAborted()
+ onPreempted()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
```

Δ

+ SMACC_ACTION_CLIENT

sm_dance_bot_strikes _back::cl_led::CILED

_DEFINITION() + CILED() + getName() + ~CILED()

smacc::ISmaccClient