```
smacc::ISmaccComponent

# stateMachine__
# owner__

+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
```

# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()

# createSiblingNamedComponent()

sm\_fetch\_two\_table
\_whiskey\_pour::cl\_perception
\_system::CpSceneState
+ cubeInfos

+ tablesInfo\_

+ CpSceneState() + onOrthogonalAllocation()