```
smacc::ISmaccClient
# components

    stateMachine

    orthogonal_

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
             Λ
                    smacc::client bases
                    ::SmaccServiceClient
                       < ServiceType >
                    + serviceName
                   #nh
                    # client
                    # initialized
                    + SmaccServiceClient()
                    + SmaccServiceClient()
                    + initialize()
                    + call()
                        < std srvs::SetBool >
   smacc::client bases
   ::SmaccServiceClient
    < std srvs::SetBool >
   + serviceName
  #nh
   # client
   # initialized
   + SmaccServiceClient()
   + SmaccServiceClient()
   + initialize()
   + call()
              Δ
    sm dance bot 2::cl
     service3::CIService3
    + CIService3()
```