```
smacc::ISmaccClientBehavior
 - stateMachine
  - currentState
 - currentOrthogonal
 + ISmaccClientBehavior()
  + ~ISmaccClientBehavior()
 + getStateMachine()
 + getName()
+ requiresClient()
 + requiresComponent()
  + getNode()
 # runtimeConfigure()
 # onEntry()
 # onExit()
 # postEvent()
 # postEvent()
 # getCurrentState()
 # executeOnEntry()
 # executeOnExit()
 # dispose()
  - on Orthogonal Allocation()
                   Δ
  smacc::SmaccClientBehavior
  + onEntry()
  + onExit()
                   Δ
                           cl_multirole_sensor
                           ::CbDefaultMultiRoleSensor
                              Behavior< ClientType >
                           + sensor
                           + deferedEventPropagation

    CbDefaultMultiRoleSensor

                           Behavior()
                           + onOrthogonalAllocation()
                           + propagateEvent()
                           + propagateEvent2()
                           + onEntry()
                           + onExit()
                           + onMessageCallback()
                           + getEventLabel()
                                  < CITemperatureSensor >
   multirole
               sensor
 ::\overline{\mathsf{C}}\mathsf{b}\mathsf{D}\mathsf{e}\mathsf{f}\mathsf{a}\mathsf{u}\mathsf{l}\mathsf{t}\overline{\mathsf{M}}\mathsf{u}\mathsf{l}\mathsf{t}\mathsf{i}\mathsf{R}\mathsf{o}\mathsf{l}\mathsf{e}\mathsf{S}\mathsf{e}\mathsf{n}\mathsf{s}\mathsf{o}\mathsf{r}
Behavior < CITemperatureSensor >
+ sensor
+ defered Event Propagation
+ CbDefaultMultiRoleSensor
Behavior()
+ onOrthogonalAllocation()
+ propagateEvent()
+ propagateEvent2()
+ onEntry()
+ onExit()
+ onMessageCallback()
+ getEventLabel()
sm_dance_bot_2::cl
 temperature sensor
 ::CbConditionTemperatureSensor
+ CbConditionTemperatureSensor()
+ onMessageCallback()
```