```
# components
     stateMachine_

    orthogonal_

     + ISmaccClient()
     + ~ISmaccClient()
     + initialize()
     + getName()
     + postEvent()
     + postEvent()
     + getComponent()
     + getComponent()
     + getType()
+ getStateMachine()
     + connectSignal()
     + requiresClient()
     + getComponents()
     # onOrthogonalAllocation()
     # createComponent()
     # createNamedComponent()
     # setStateMachine()
     # setOrthogonal()
      smacc::client_bases
        ::ISmaccActionClient
      # name
      + 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()
                             < move_base_msgs::MoveBase
                                        Action >
smacc::client bases
::SmaccActionClientBase
< move_base_msgs::MoveBaseAction >
+ 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()
```

smacc::ISmaccClient

cl_move_base_z::ClMoveBaseZ

+ CIMoveBaseZ() + ~CIMoveBaseZ() + initialize() + getName()

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+ onPreempted() + onRejected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult()