```
{smacc::ISmaccClient
     # 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()
                    < move_base_msgs::MoveBase</p>
                               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()
+ onPreempted()
+ onRejected()
+ onRejected()
+ cancelGoal()
+ getState()
+ sendGoal()
+ getEventLabel()
# onFeedback()
# onResult()
   {cl_move_base_z::ClMoveBaseZ
   ||+ ClMoveBaseZ()
   + ~CIMoveBaseZ()
   + initialize()
    + getName()
                   }
```