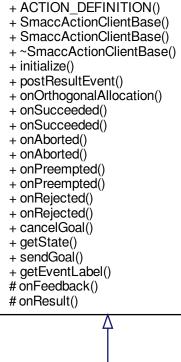
```
# components
  stateMachine_

    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()
                           < control_msgs::GripperCommand</p>
                                      Action >
smacc::client_bases
::SmaccActionClientBase
< control_msgs::GripperCommand
            Action >
+ name
+ onSucceeded_
+ onAborted
+ onPreempted_
+ onRejected
+ postSuccessEvent
+ postAbortedEvent
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
+ done_cb
+ active_cb
+ feedback_cb
# client
```

smacc::ISmaccClient



1::cl\_gripper::ClGripper

sm\_fetch\_screw\_loop

- + ClGripper() + ClGripper()
- - + ~ClGripper()
  - + getName()
  - + executeSetGripperPosition Value()
  - + executeOpenGripper()