```
# components
stateMachine_

    orthogonal

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
                      D
                   smacc::client bases
                   ::SmaccSubscriberClient
                        < MessageType >
                   + topicName
                   + queueSize
                   + onFirstMessageReceived
                   + onMessageReceived_
                   + postMessageEvent+ postInitialMessageEvent
                   # nh
                    - sub
                   - firstMessage_

    initialized

                   + SmaccSubscriberClient()
                   + SmaccSubscriberClient()
                    + ~SmaccSubscriberClient()
                   + onMessageReceived()
                   + onFirstMessageReceived()
                   + onOrthogonalAllocation()
                   + initialize()
                   - messageCallback()
                         < std_msgs::UInt16 >
smacc::client_bases
::SmaccSubscriberClient
    < std_msgs::UInt16 >
+ topicName
+ queueSize
+ onFirstMessageReceived
 + onMessageReceived
+ postMessageEvent
+ postInitialMessageEvent
# nh
- sub
- firstMessage_
- initialized
+ SmaccSubscriberClient()
+ SmaccSubscriberClient()
+ ~SmaccSubscriberClient()
+ onMessageReceived()
+ onFirstMessageReceived()
+ onOrthogonalAllocation()
```

smacc::ISmaccClient

sm\_starcraft\_ai::cl \_subscriber::ClSubscriber

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+ initialize()

- messageCallback()