```
smacc::ISmaccClient
# components

    stateMachine

    orthogonal_

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
              Λ
                    smacc::client bases
                    ::SmaccServiceClient
                        < ServiceType >
                    + serviceName
                    # nh
                    # client
                    # initialized
                    + SmaccServiceClient()
                    + SmaccServiceClient()
                    + initialize()
                     + call()
                         < std srvs::SetBool >
   smacc::client bases
   ::SmaccServiceClient
    < std srvs::SetBool >
   + serviceName
   # nh_
   # client
   # initialized
   + SmaccServiceClient()
   + SmaccServiceClient()
   + initialize()
   + call()
               Δ
sm dance bot strikes
 back::cl_service3::ClService3
+ CIService3()
```