

smacc::ClientHandler
::createNamedComponent



```
graph LR; A[smacc::ClientHandler::createNamedComponent] --> B[smacc::ISmaccClient::createNamedComponent]; B --> C[smacc::ISmaccClient::getStateMachine];
```

smacc::ISmaccClient
::createNamedComponent

smacc::ISmaccClient
::getStateMachine