```
# 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</pre>
            Action >
+ name
+ onSucceeded_
+ onAborted
+ onPreempted
+ onRejected
+ postSuccessEvent
+ postAbortedEvent
+ postPreemptedEvent
+ postRejectedEvent
+ postFeedbackEvent
+ done_cb
+ active_cb
+ feedback_cb
# client
+ ACTION_DEFINITION()
+ SmaccActionClientBase()
+ SmaccActionClientBase()
+ ~SmaccActionClientBase()
+ initialize()
+ postResultEvent()
```

smacc::ISmaccClient

sm_fetch_six_table
_pick_n_sort_1::cl_gripper
::ClGripper

+ ClGripper()
+ ClGripper()
+ ~ClGripper()
+ getName()

+ executeSetGripperPosition

+ executeOpenGripper()

+ onOrthogonalAllocation()

+ onSucceeded() + onSucceeded() + onAborted() + onAborted() + onPreempted() + onRejected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult()