



The diagram illustrates the structure of the `smacc_client_library`. It is represented by a light blue rectangle with a dashed border. Inside this rectangle, at the top, is the text `smacc_client_library`. Below this text is a solid black rectangular frame. Inside this frame, on the left, is a smaller blue rectangle with a solid black border containing the text `move_eye_client`. To the right of this smaller rectangle, within the same solid black frame, is the text `move_eye`.

smacc_client_library

move_eye_client

move_eye