```
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()
                             < sm dance bot 2::LEDControl</p>
                                        Action >
smacc::client_bases
::SmaccActionClientBase
< sm_dance_bot_2::LEDControlAction >
+ 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()

Д

_led::CILED

+ SMACC_ACTION_CLIENT

sm_dance_bot_2::cl

_DEFINITION() + CILED() + getName() + ~CILED()

smacc::ISmaccClient

components