```
{smacc::ISmaccClient
     # 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()
                                     }
                             < move base msgs::MoveBase</p>
                                        Action >
{smacc::client_bases
::SmaccActionClientBase
< move_base_msgs::MoveBaseAction >
+ 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()
```

```
{cl_move_base_z::ClMoveBaseZ
||+ ClMoveBaseZ()
+ ~ClMoveBaseZ()
+ initialize()
+ getName()
}
```

+ onRejected() + onRejected() + cancelGoal() + getState() + sendGoal() + getEventLabel() # onFeedback() # onResult()