smacc::ISmaccClient # components stateMachine orthogonal + ISmaccClient() + ~ISmaccClient() smacc::ISmaccUpdatable + initialize() + getName() periodDuration + postEvent() - lastUpdate + postEvent() + ISmaccUpdatable() + getComponent() + ISmaccUpdatable() + getComponent() + getType() + executeUpdate() + getStateMachine() + setUpdatePeriod() # update() + connectSignal() + requiresClient() + getComponents() # onOrthogonalAllocation() # createComponent() # createNamedComponent() # setStateMachine() # setOrthogonal() sm fetch screw loop 1::cl perception system ::CIPerceptionSystem + decissionsCount + currentCube + sceneState + gazeboPerceptionSimulation + CIPerceptionSystem() + ~CIPerceptionSystem() + onOrthogonalAllocation() + getMainTablePose() + getTargetTablePose() + printCubesState() + nextCube() + update() + getTargetCurrentCubeInfo() + decidePickCubePose() + decidePlacePose() + computePregraspPoseFromCube Pose() + decidePrePlacePose() + computePlaceCubeGrasping Orientation()