```
{smacc::ISmaccComponent
l# stateMachine
# owner
|+ ISmaccComponent()
+ ~ISmaccComponent()
+ getName()
# initialize()
# setStateMachine()
# postEvent()
# postEvent()
# onOrthogonalAllocation()
# requiresComponent()
# requiresClient()
# onInitialize()
# createSiblingComponent()
# createSiblingNamedComponent()
  {cl move group interface
      ::GraspingComponent
  + fingerTipNames
  + currentAttachedObjectName

    graspingObjects

  |+ getGraspingObject()
  + createGraspableBox()
```