```
# components
stateMachine_

    orthogonal

+ ISmaccClient()
+ ~ISmaccClient()
+ initialize()
+ getName()
+ postEvent()
+ postEvent()
+ getComponent()
+ getComponent()
+ getType()
+ getStateMachine()
+ connectSignal()
+ requiresClient()
+ getComponents()
# onOrthogonalAllocation()
# createComponent()
# createNamedComponent()
# setStateMachine()
# setOrthogonal()
                      4
                   smacc::client_bases
                   ::SmaccSubscriberClient
                         < MessageType >
                   + topicName
                   + queueSize
                   + onFirstMessageReceived_
                   + onMessageReceived_
                   + postMessageEvent
                   + postInitialMessageEvent
                   #nh
                   - sub
                   - firstMessage_
                   - initialized_
                   + SmaccSubscriberClient()
                   + SmaccSubscriberClient()
                   + ~SmaccSubscriberClient()
                   + onMessageReceived()
                   + onFirstMessageReceived()
                   + onOrthogonalAllocation()
                   + initialize()
                   messageCallback()
                         < std_msgs::UInt16 >
smacc::client_bases
::SmaccSubscriberClient
    < std_msgs::UInt16 >
+ topicName
+ queueSize
+ onFirstMessageReceived_
+ onMessageReceived_
+ postMessageEvent
+ postInitialMessageEvent
# nh
- sub
firstMessage_

    initialized

+ SmaccSubscriberClient()
+ SmaccSubscriberClient()
+ ~SmaccSubscriberClient()
+ onMessageReceived()
+ onFirstMessageReceived()
+ onOrthogonalAllocation()
+ initialize()
- messageCallback()
  cl keyboard::ClKeyboard
 + OnKeyPress
 + postEventKeyPress

    initialized

 + OnKeyPress()
 + ClKeyboard()
```

+ ~ClKeyboard() + initialize()

+ onOrthogonalAllocation()+ onKeyboardMessage()+ postKeyEvent()

smacc::ISmaccClient