

StateMachineBehaviour

```
classDiagram
    class StateMachineBehaviour {
    }
    class AnimatorStateSMB {
        - m_state
        - m_stateMachine
        + OnStateEnter()
        + OnStateExit()
    }
    StateMachineBehaviour <|-- AnimatorStateSMB
```

The diagram illustrates a class hierarchy. At the top is the 'StateMachineBehaviour' class, represented by a white rectangle with a black border and three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'AnimatorStateSMB' class, represented by a gray rectangle with a black border and three horizontal compartments. The top compartment contains the class name. The middle compartment contains two private attributes: '- m_state' and '- m_stateMachine'. The bottom compartment contains two public methods: '+ OnStateEnter()' and '+ OnStateExit()'. A blue arrow with an open triangular head points from the top of the 'AnimatorStateSMB' class to the bottom of the 'StateMachineBehaviour' class, indicating inheritance.

AnimatorStateSMB

- m_state

- m_stateMachine

+ OnStateEnter()

+ OnStateExit()