## FlexibleField< CustomerData Variable > FlexibleCustomerDataVariable + FlexibleCustomerDataVariable() StateBehaviour + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + operator CustomerDataVariable() + operator FlexibleCustomer DataVariable() #m flexibleCustomerDataVariable BaseCustomerStateBehaviour # GetCustomerData() SetTransition() # # GetRootGameObject() WaitFoodCustomer - m successLink - m failLink + OnStateUpdate() - Count() CheckCurry()