

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 box 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 grey box 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 'AnimatorStateSMB' class up to the 'StateMachineBehaviour' class, indicating inheritance.

AnimatorStateSMB

- m\_state

- m\_stateMachine

+ OnStateEnter()

+ OnStateExit()