

## Gangster

```
classDiagram
    class Gangster {
        State
        Attack
        Dead
        Default
        Arbor3
        BehaviourTree
        Calculator
        Scripts
    }
    class GangsterSub {
        State
        Attack
        Dead
        Default
    }
    class GangsterSub2 {
        Arbor3
        BehaviourTree
        Calculator
    }
    Gangster "0" -- "1" GangsterSub
    Gangster "0" -- "1" GangsterSub2
```

The diagram illustrates the Gangster class structure. It features a main compartment labeled 'Gangster' which contains two nested compartments. The first nested compartment contains four elements: 'State', 'Attack', 'Dead', and 'Default'. The second nested compartment contains three elements: 'Arbor3', 'BehaviourTree', and 'Calculator'. Additionally, there is a 'Scripts' compartment located to the right of the second nested compartment. The entire structure is enclosed in a dashed border.

State

Attack

Dead

Default

Arbor3

BehaviourTree

Calculator

Scripts