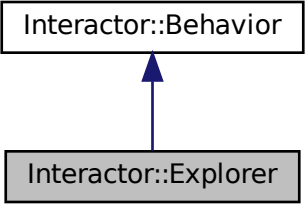


Interactor::Behavior



```
graph BT; A[Interactor::Default] --> B[Interactor::Behavior];
```

Interactor::Default