```
{Node
|+ State
+ Parent
+ Children
+ HasChildren
# state
# children
- _parent
- _dataContext
|+ Node()
+ Node()
+ Evaluate()
+ Attach()
+ Detach()
+ GetData()
+ ClearData()
+ SetData()
}
```

```
{BehaviorTree.Selector
||+ Selector()
+ Selector()
+ Evaluate()
}
```