```
{Node
   |+ State
   + Parent
   + Children
   + HasChildren
   # state
   # children
   parent

    dataContext

   I+ Node()
   + Node()
   + Evaluate()
   + Attach()
   + Detach()
   + GetData()
   + ClearData()
   + SetData()
{CheckUnitOwnership
```

|- _unitIsMine |+ Evaluate()