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

    dataContext

 |+ Node()
 + Node()
 + Evaluate()
 + Attach()
 + Detach()
 + GetData()
 + ClearData()
 + SetData()

    parent

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

    dataContext

    I+ Node()
    + Node()
    + Evaluate()
    + Attach()
    + Detach()
    + GetData()
    + ClearData()
    + SetData()
           }
{BehaviorTree.Selector
||+ Selector()
+ Selector()
+ Evaluate()
```

parent