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

    dataContext

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

parent