```
{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.Sequence
- isRandom
|+ Sequence()
+ Sequence()
+ Sequence()
+ Evaluate()
+ Shuffle< T>()
```

parent