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

    dataContext

 I+ 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.Parallel
||+ Parallel()
+ Parallel()
+ Evaluate()
```

parent