```
+-----------------------------------+
|         MonoBehaviour             |
+-----------------------------------+
|                                   |
+-----------------------------------+
|                                   |
+-----------------------------------+
                 △
                 |
+-----------------------------------+
|        CW.Common.CwChild          |
+-----------------------------------+
|                                   |
+-----------------------------------+
| + DestroyGameObjectIfInvalid      |
|   All()                           |
| + DestroyGameObjectIfInvalid()    |
| # GetParent()                     |
| # Start()                         |
+-----------------------------------+
```