```
Behaviour
    # acceleration
    # velocity
    + Behaviour()
    + Behaviour()
    + Behaviour()
    + operator=()
    + operator=()
    + ~Behaviour()
    + process()
  Platform Behaviour
+ Platform Behaviour()
+ Platform Behaviour()
```

+ Platform Behaviour()

+ ~Platform Behaviour()

+ operator=() + operator=()

+ process()