```
Behaviour
      # acceleration
      # velocity
      + Behaviour()
      + Behaviour()
      + Behaviour()
      + operator=()
      + operator=()
      + ~Behaviour()
      + process()
  Drop Behaviour heart
+ Drop Behaviour heart()
+ Drop Behaviour heart()
+ Drop Behaviour_heart()
+ operator=()
+ operator=()
```

+ ~Drop Behaviour heart()

+ process()