

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class HideAlphaDitherObject {
        + HideAlphaDitherShader
        - m_hideAlphaDitherShader
    }
    MonoBehaviour <|-- HideAlphaDitherObject
```

The diagram shows a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a white box with a black border and three horizontal compartments. Below it is the 'HideAlphaDitherObject' class, represented by a grey box with a black border and three horizontal compartments. A blue arrow with a hollow triangular head points from the top of the 'HideAlphaDitherObject' box to the bottom of the 'MonoBehaviour' box, indicating that 'HideAlphaDitherObject' inherits from 'MonoBehaviour'.

HideAlphaDitherObject

+ HideAlphaDitherShader

- m_hideAlphaDitherShader