

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class CreateToUpdateSelectUseltemWindow {
        - m_createSelectUseltemWindowController
        + Create< WindowType >()
    }
    CreateToUpdateSelectUseltemWindow --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty compartments below the name. Below it is a box for 'CreateToUpdateSelectUseltem Window' with three compartments: the top for the class name, the middle for a private attribute '- m_createSelectUseltemWindowController', and the bottom for a public method '+ Create< WindowType >()'. A blue arrow with an open triangle head points from the 'CreateToUpdateSelectUseltem Window' box up to the 'MonoBehaviour' box, indicating inheritance.

CreateToUpdateSelectUseltem
Window

- m_createSelectUseltemWindow
Controller

+ Create< WindowType >()