

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class NavMeshControl {
        - target
        - myAgent
        - Start()
        - Update()
    }
    MonoBehaviour <|-- NavMeshControl
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a white box with a black border and three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'NavMeshControl' class, represented by a grey box with a black border and three horizontal compartments. The top compartment contains the class name. The middle compartment contains two attributes: '- target' and '- myAgent'. The bottom compartment contains two methods: '- Start()' and '- Update()'. A blue arrow points from the top of the 'NavMeshControl' box to the bottom of the 'MonoBehaviour' box, indicating inheritance.

NavMeshControl

- target
- myAgent
- Start()
- Update()