

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SetTriggerInAnimatorList {
        - m_animators
        + SetTriggerAnimatorInList()
    }
    SetTriggerInAnimatorList --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle divided into three horizontal sections. The top section contains the class name, while the two bottom sections are empty. Below it is the 'SetTriggerInAnimatorList' class, represented by a shaded rectangle divided into three horizontal sections. The top section contains the class name, the middle section contains a private attribute '- m\_animators', and the bottom section contains a public method '+ SetTriggerAnimatorInList()'. A blue arrow with an open triangular head points from the top of the 'SetTriggerInAnimatorList' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

SetTriggerInAnimatorList

- m\_animators

+ SetTriggerAnimatorInList()