

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class CFX_AutoDestructShuriken {
        + OnlyDeactivate
        - OnEnable()
        - CheckIfAlive()
    }
    MonoBehaviour <|-- CFX_AutoDestructShuriken
```

The diagram shows 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. Below it are two empty sections. At the bottom is the 'CFX_AutoDestructShuriken' class, represented by a shaded rectangle divided into four horizontal sections. The top section contains the class name. The second section contains a public attribute '+ OnlyDeactivate'. The third and fourth sections contain private methods '- OnEnable()' and '- CheckIfAlive()' respectively. A blue arrow with an open triangular head points from the top of the 'CFX_AutoDestructShuriken' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

CFX_AutoDestructShuriken

+ OnlyDeactivate

- OnEnable()

- CheckIfAlive()