

MonoBehaviour

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

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'CreateToUpdateSelectUseltem Window' class, represented by a shaded rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains a private attribute '- m_createSelectUseltemWindowController'. The bottom compartment contains a public method '+ Create< WindowType >()'. A blue arrow with an open triangle head points from the 'CreateToUpdateSelectUseltem Window' class to the 'MonoBehaviour' class, indicating inheritance.

CreateToUpdateSelectUseltem
Window

- m_createSelectUseltemWindow
Controller

+ Create< WindowType >()