

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class HideAlphaDitherObject {
        + HideAlphaDitherShader
        - m_hideAlphaDitherShader
    }
    MonoBehaviour <|-- HideAlphaDitherObject
```

The diagram shows 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 'HideAlphaDitherObject' 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 lines of text: '+ HideAlphaDitherShader' and '- m_hideAlphaDitherShader'. The bottom compartment is empty. A blue arrow with a hollow triangular head points from the top of the 'HideAlphaDitherObject' box to the bottom of the 'MonoBehaviour' box, indicating inheritance.

HideAlphaDitherObject

+ HideAlphaDitherShader

- m_hideAlphaDitherShader