

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SetPositionCharacterController {
        - m_myCharacterController
        - m_hight
        + SetCharacterCore()
    }
    SetPositionCharacterController --|> 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 'MonoBehaviour', while the two lower compartments are empty. Below it is the 'SetPositionCharacterController' class, represented by a shaded rectangle with three horizontal compartments. The top compartment contains the class name 'SetPositionCharacterController'. The middle compartment contains two private attributes: '- m_myCharacterController' and '- m_hight'. The bottom compartment contains a public method: '+ SetCharacterCore()'. A blue arrow with an open triangular head points from the 'SetPositionCharacterController' class up to the 'MonoBehaviour' class, indicating that 'SetPositionCharacterController' inherits from 'MonoBehaviour'.

SetPositionCharacterController

- m_myCharacterController
- m_hight
- + SetCharacterCore()