

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class CFX_AutoDestructShuriken {
        + OnlyDeactivate
        - OnEnable()
        - CheckIfAlive()
    }
    CFX_AutoDestructShuriken --|> 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. Below it is a class 'CFX\_AutoDestructShuriken', 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 bottom center of the 'CFX\_AutoDestructShuriken' class to the bottom center of the 'MonoBehaviour' class, indicating inheritance.

CFX\_AutoDestructShuriken

+ OnlyDeactivate

- OnEnable()

- CheckIfAlive()