

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 rectangle divided into three horizontal sections. The top section contains the class name. Below it are two empty sections. At the bottom is the 'HideAlphaDitherObject' class, represented by a shaded rectangle divided into three horizontal sections. The top section contains the class name, the middle section contains the public field '+ HideAlphaDitherShader', and the bottom section contains the private field '- m_hideAlphaDitherShader'. A blue arrow with an open triangular head points from the 'HideAlphaDitherObject' class up to the 'MonoBehaviour' class, indicating that 'HideAlphaDitherObject' inherits from 'MonoBehaviour'.

HideAlphaDitherObject

+ HideAlphaDitherShader

- m_hideAlphaDitherShader