

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class Shader_Global_TimeSpeed {
        - globalTimeSpeed
        - Update()
    }
    Shader_Global_TimeSpeed --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a white box with a black border and two empty internal compartments. Below it is the 'Shader\_Global\_TimeSpeed' class, represented by a grey box with a black border. A blue arrow with an open triangular head points from the 'Shader\_Global\_TimeSpeed' class up to the 'MonoBehaviour' class, indicating inheritance. The 'Shader\_Global\_TimeSpeed' class contains two elements: a private field '- globalTimeSpeed' and a public method '- Update()'.

Shader\_Global\_TimeSpeed

- globalTimeSpeed
- Update()