

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 divided into three horizontal sections. The top section contains the class name, while the two bottom sections are empty. Below it is the 'SetPositionCharacterController' class, represented by a shaded rectangle divided into three horizontal sections. The top section contains the class name, the middle section contains two private attributes ('- m_myCharacterController' and '- m_hight'), and the bottom section contains a public method ('+ SetCharacterCore()'). A blue arrow with an open triangular head points from the 'SetPositionCharacterController' class up to the 'MonoBehaviour' class, indicating inheritance.

SetPositionCharacterController

- m_myCharacterController
- m_hight
- + SetCharacterCore()