

MonoBehaviour



```
classDiagram
    class MonoBehaviour
    class BaseManager["BaseManager< T >"] {
        +instance
        -m_dontDestroyOnLoad
        +DeleteInstance()
        #Awake()
    }
    BaseManager --|> 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. Below it are two empty compartments. At the bottom is the 'BaseManager< T >' class, represented by a shaded rectangle with four horizontal compartments. The top compartment contains the class name. The second compartment contains '+ instance'. The third compartment contains '- m_dontDestroyOnLoad'. The fourth compartment contains '+ DeleteInstance()' and '# Awake()'. A blue arrow with an open triangle head points from the top of the 'BaseManager< T >' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

BaseManager< T >

+ instance

- m_dontDestroyOnLoad

+ DeleteInstance()

Awake()