

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 and two compartments. The first compartment of the grey box contains the text 'Shader_Global_TimeSpeed'. The second compartment contains a list of attributes and methods: '- globalTimeSpeed' and '- Update()'. A blue arrow with a hollow triangular head points from the top of the 'Shader_Global_TimeSpeed' box to the bottom of the 'MonoBehaviour' box, indicating inheritance.

Shader_Global_TimeSpeed

- globalTimeSpeed
- Update()