

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class RhythmSystemEntities_System_Judge_JudgeReceiverItemBase["RhythmSystemEntities.System.Judge.JudgeReceiverItemBase"]
    RhythmSystemEntities_System_Judge_JudgeReceiverItemBase --|> 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 'RhythmSystemEntities.System.Judge.JudgeReceiverItemBase' class, represented by a grey box with a black border and three internal compartments. A blue arrow with a hollow triangular head points from the top of the grey box to the bottom of the white box, indicating that the grey box inherits from the white box. The bottom compartment of the grey box contains the text '+ Notified()'.

RhythmSystemEntities.System.
Judge.JudgeReceiverItemBase

+

Notified()