

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class RhythmSystemEntities_System_Judge_JudgeReceiverFromECS {
        - judgeReceiverItemBases
        - Start()
    }
    RhythmSystemEntities_System_Judge_JudgeReceiverFromECS --|> 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. A blue arrow with a hollow triangular head points upwards from the 'RhythmSystemEntities.System.Judge.JudgeReceiverFromECS' class to the 'MonoBehaviour' class, indicating inheritance.

RhythmSystemEntities.System.
Judge.JudgeReceiverFromECS

- judgeReceiverItemBases
- Start()