

UnityException

```
classDiagram
    class UnityException
    class AssetLoadException {
        + AssetLoadException()
        + AssetLoadException()
        ~ AssetLoadException()
    }
    AssetLoadException --|> UnityException
```

The diagram illustrates a class hierarchy. At the top is the 'UnityException' class, represented by a white box with a black border and two empty internal compartments. Below it is the 'AssetLoadException' class, represented by a grey box with a black border. The 'AssetLoadException' box is divided into three sections: the top section contains the class name, the middle section is empty, and the bottom section lists three methods: '+ AssetLoadException()', '+ AssetLoadException()', and '~ AssetLoadException()'. A blue arrow with a hollow triangular head points from the top of the 'AssetLoadException' box to the bottom of the 'UnityException' box, indicating that 'AssetLoadException' inherits from 'UnityException'.

AssetLoadException

+ AssetLoadException()

+ AssetLoadException()

~ AssetLoadException()