

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PushRigidbody {
        + m_PushForce
    }
    PushRigidbody --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a white box with a grey border and two empty internal compartments. Below it is the 'PushRigidbody' class, represented by a grey box with a grey border and two internal compartments. The first compartment of 'PushRigidbody' contains the text 'PushRigidbody', and the second contains '+ m_PushForce'. A blue arrow with an open triangular head points from the top of the 'PushRigidbody' box to the bottom of the 'MonoBehaviour' box, indicating that 'PushRigidbody' inherits from 'MonoBehaviour'.

PushRigidbody

+ m_PushForce