

MonoBehaviour

ITakeDamage

Player

```
classDiagram
    class MonoBehaviour
    class ITakeDamage
    class Player
    Player --> MonoBehaviour
    Player --> ITakeDamage
```

The diagram illustrates a class hierarchy where the **Player** class inherits from both the **MonoBehaviour** class and the **ITakeDamage** interface. The **Player** class is positioned at the bottom, with two arrows pointing upwards to the **MonoBehaviour** and **ITakeDamage** boxes above it. The **MonoBehaviour** box is on the left, and the **ITakeDamage** box is on the right.