

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class Spine_Unity_Examples_Spineboy_TargetControllerGraphic {
        +skeletonGraphic
        +boneName
        +cam
        +canvas
    }
    Spine_Unity_Examples_Spineboy_TargetControllerGraphic --|> 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 an open triangular head points upwards from the 'Spine.Unity.Examples.Spineboy.TargetControllerGraphic' class to the 'MonoBehaviour' class, indicating that the former inherits from the latter. The 'Spine.Unity.Examples.Spineboy.TargetControllerGraphic' class is shown as a rectangle with a grey header and a grey body. The header contains the class name. The body contains a list of four public fields, each preceded by a '+' sign: 'skeletonGraphic', 'boneName', 'cam', and 'canvas'. There is an additional empty grey compartment at the bottom of the class box.

Spine.Unity.Examples.Spineboy  
TargetControllerGraphic

+ skeletonGraphic  
+ boneName  
+ cam  
+ canvas