

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesTwoByTwoTransformEffectExample["Spine.Unity.Examples.TwoByTwoTransformEffectExample"]
    SpineUnityExamplesTwoByTwoTransformEffectExample --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty slots below the name. Below it is a box for 'Spine.Unity.Examples.TwoByTwoTransformEffectExample' with two slots for attributes: '+ xAxis' and '+ yAxis'. A blue arrow points from the top of the lower box to the bottom of the upper box, indicating inheritance.

Spine.Unity.Examples.Two
ByTwoTransformEffectExample

+ xAxis

+ yAxis