

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class DraggableTransform["Spine.Unity.Examples.Draggable Transform"]
    DraggableTransform --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is a box representing the `MonoBehaviour` class, divided into three horizontal sections. The top section contains the text `MonoBehaviour`, while the two sections below are empty. Below this box is a blue arrow pointing upwards, indicating inheritance. At the bottom is a larger box representing the `Spine.Unity.Examples.Draggable Transform` class, divided into three horizontal sections. The top section contains the text `Spine.Unity.Examples.Draggable Transform`, while the two sections below are empty. The entire `Spine.Unity.Examples.Draggable Transform` box is shaded gray.

Spine.Unity.Examples.Draggable  
Transform