

MonoBehaviour

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

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle divided into three horizontal sections. The bottom two sections are empty. Below it is the 'Spine.Unity.Examples.TransitionDictionaryExample' class, represented by a shaded rectangle divided into three horizontal sections. The top section contains the class name, the middle section is empty, and the bottom section contains a public method '+ GetTransition()'. A blue arrow with an open triangular head points from the top of the 'Spine.Unity.Examples.TransitionDictionaryExample' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

Spine.Unity.Examples.Transition
DictionaryExample

+

GetTransition()