

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class CW_Common_CwChild["CW.Common.CwChild"]
    CW_Common_CwChild --|> MonoBehaviour
```

The diagram shows 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. At the bottom is the 'CW.Common.CwChild' class, represented by a larger rectangle with a grey background, divided into three horizontal compartments. The top compartment contains the class name. The bottom compartment contains a list of methods: '+ DestroyGameObjectIfInvalid All()', '+ DestroyGameObjectIfInvalid()', '# GetParent()', and '# Start()'. A blue arrow with an open triangular head points from the top of the 'CW.Common.CwChild' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

CW.Common.CwChild

+ DestroyGameObjectIfInvalid
All()
+ DestroyGameObjectIfInvalid()
GetParent()
Start()