

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class Tennis_BallMoveController {
        + characterMove
        + ballPrefab
        + ballFactory
        + ballTarget
        + ballSpeed
        + waitTime
        + team
        + ResetObject()
        + RandomInstantiateBall()
    }
    Tennis_BallMoveController --|> 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 from the 'Tennis.BallMoveController' class to the 'MonoBehaviour' class, indicating inheritance.

Tennis.BallMoveController

+ characterMove

+ ballPrefab

+ ballFactory

+ ballTarget

+ ballSpeed

+ waitTime

+ team

+ ResetObject()

+ RandomInstantiateBall()