

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class JitterEffectExample["Spine.Unity.Examples.JitterEffectExample"] {
        + jitterMagnitude
    }
    JitterEffectExample --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a white box with a black border and three horizontal sections. Below it is the 'Spine.Unity.Examples.JitterEffectExample' class, represented by a grey box with a black border and three horizontal sections. A blue arrow with a triangular head points from the top of the 'Spine.Unity.Examples.JitterEffectExample' box to the bottom of the 'MonoBehaviour' box, indicating that 'Spine.Unity.Examples.JitterEffectExample' inherits from 'MonoBehaviour'.

Spine.Unity.Examples.Jitter  
EffectExample

+ jitterMagnitude