

MonoBehaviour

IDisposable

YukimaruGames.Terminal.Runtime.  
TerminalBootstrapper

```
graph BT; A[YukimaruGames.Terminal.Runtime.TerminalBootstrapper] --> B[MonoBehaviour]; A --> C[IDisposable];
```

The diagram illustrates the class hierarchy for TerminalBootstrapper. It is a grey rectangular box at the bottom containing the text 'YukimaruGames.Terminal.Runtime.TerminalBootstrapper'. Two blue arrows point upwards from this box to two white rectangular boxes above it. The left box is labeled 'MonoBehaviour' and the right box is labeled 'IDisposable', indicating that TerminalBootstrapper inherits from both.