

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class C2M2UtilsMeshUtilsMonoMeshReverser {
        + FlipInsideOut()
        - Update()
    }
    C2M2UtilsMeshUtilsMonoMeshReverser --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a box with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'C2M2.Utils.MeshUtils.MonoMeshReverser' class, represented by a box with three horizontal compartments. The top compartment contains the class name. The middle compartment is empty. The bottom compartment contains two methods: '+ FlipInsideOut()' and '- Update()'. A blue arrow points from the bottom of the 'C2M2.Utils.MeshUtils.MonoMeshReverser' box to the bottom of the 'MonoBehaviour' box, indicating inheritance.

C2M2.Utils.MeshUtils.Mono
MeshReverser

+ FlipInsideOut()
- Update()