

`MonoBehaviour`

```
classDiagram
    class MonoBehaviour
    class ButtonHighlight["C2M2.Interaction.UI.Button Highlight"]
    ButtonHighlight --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty compartments. Below it is a box for 'C2M2.Interaction.UI.Button Highlight' with three compartments. A blue arrow points from the top of the bottom box to the bottom of the top box, indicating inheritance.

`C2M2.Interaction.UI.Button  
Highlight`

+ `defaultImg`  
+ `highlightImg`  
+ `highlightSeconds`  
- `highlighted`

+ `Highlight()`  
+ `Unhighlight()`  
+ `Toggle()`  
+ `TimedHighlight()`  
- `Awake()`  
- `SwitchCoroutine()`