

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class C2M2_Interaction_UI_ColliderButtonLimiter {
        + vizController
        + colController
        - Update()
    }
    C2M2_Interaction_UI_ColliderButtonLimiter --|> 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 a hollow triangular head points upwards from the 'C2M2.Interaction.UI.ColliderButtonLimiter' class to the 'MonoBehaviour' class, indicating inheritance.

C2M2.Interaction.UI.Collider
ButtonLimiter

+ vizController
+ colController

- Update()