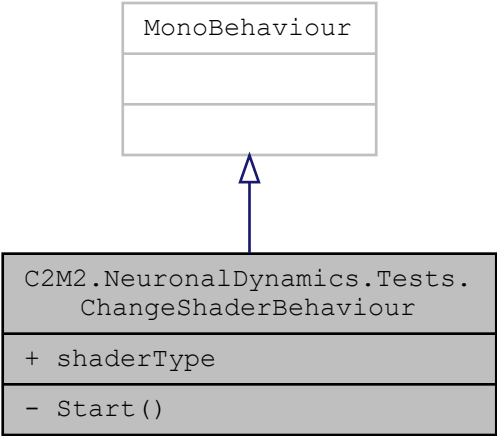


MonoBehaviour



```
classDiagram
    class MonoBehaviour
    class C2M2_NeuralDynamics_Tests_ChangeShaderBehaviour {
        + shaderType
        - Start()
    }
    C2M2_NeuralDynamics_Tests_ChangeShaderBehaviour --|> 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.NeuralDynamics.Tests.ChangeShaderBehaviour' class, represented by a box with three horizontal compartments. The top compartment contains the full class name. The middle compartment contains the attribute '+ shaderType'. The bottom compartment contains the method '- Start()'. A blue arrow with an open triangle head points from the top of the 'C2M2.NeuralDynamics.Tests.ChangeShaderBehaviour' box to the bottom of the 'MonoBehaviour' box, indicating inheritance.

C2M2.NeuralDynamics.Tests.  
ChangeShaderBehaviour

+ shaderType

- Start()