

MonoBehaviour



```
graph BT; DestroyObject --> MonoBehaviour
```

A UML class diagram showing inheritance. A box labeled 'DestroyObject' is at the bottom, and a box labeled 'MonoBehaviour' is at the top. A blue arrow points from the top of 'DestroyObject' to the bottom of 'MonoBehaviour', indicating that 'DestroyObject' inherits from 'MonoBehaviour'.

DestroyObject