

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class BasicCommands {
        +LoadScene()
    }
    BasicCommands --|> 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 'MonoBehaviour', while the other two are empty. Below it is the 'BasicCommands' class, also a rectangle with three horizontal compartments. The top compartment contains 'BasicCommands', the middle one is empty, and the bottom one contains the method signature '+ LoadScene()'. A blue line with an open triangular arrowhead points from the top of the 'BasicCommands' class to the bottom of the 'MonoBehaviour' class, indicating that 'BasicCommands' inherits from 'MonoBehaviour'.

BasicCommands

+ LoadScene()