**Calculation**

**ParentBounds**    Calculate the bounds of a GameObject with multiple children.

```
private void OnDrawGizmosSelected()
{

    Bounds bounds = CandyCoded.Calculation.ParentBounds(gameObject);

    Gizmos.DrawWireSphere(bounds.center, 1f);
    Gizmos.DrawWireSphere(bounds.min, 1f);
    Gizmos.DrawWireSphere(bounds.max, 1f);
    Gizmos.DrawWireCube(bounds.center, bounds.size);

}
```