

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class Bed {
        +TaskComplete
        +humanChore
        +humanPlayer
        +taskPending
        +shirt1
        +book2
        +book3
    }
    MonoBehaviour <|-- Bed
```

The diagram shows a class hierarchy where 'Bed' inherits from 'MonoBehaviour'. 'MonoBehaviour' is the base class with an empty body. 'Bed' is a derived class with a grey header and body, containing a list of public attributes: TaskComplete, humanChore, humanPlayer, taskPending, shirt1, book2, and book3. A blue arrow with an open triangle head points from 'Bed' to 'MonoBehaviour'.

Bed

- + TaskComplete
- + humanChore
- + humanPlayer
- + taskPending
- + shirt1
- + book2
- + book3