

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PhotonPunSimpleAutoDestroyUnspawned {
        +onlyIfPrefab
        +hasPrefabParent
        +DestroyUnspawned()
    }
    PhotonPunSimpleAutoDestroyUnspawned --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle divided into three horizontal sections. The top section contains the class name. Below it are two empty sections. A blue arrow with an open triangular head points from the 'Photon.Pun.Simple.AutoDestroy Unspawned' class to the 'MonoBehaviour' class, indicating inheritance.

Photon.Pun.Simple.AutoDestroy  
Unspawned

+ onlyIfPrefab  
+ hasPrefabParent

+ DestroyUnspawned()