

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PhotonPunDemoCockpitBoolInputField["Photon.Pun.Demo.Cockpit.BoolInputField"]
    PhotonPunDemoCockpitBoolInputField --|> MonoBehaviour
```

The diagram shows 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. Below it are two empty compartments. At the bottom is the 'Photon.Pun.Demo.Cockpit.BoolInputField' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains two public fields: '+ PropertyValueInput' and '+ OnSubmit'. The bottom compartment contains one public method: '+ SetValue()'. A blue arrow points from the top of the 'Photon.Pun.Demo.Cockpit.BoolInputField' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

Photon.Pun.Demo.Cockpit.  
BoolInputField

+ PropertyValueInput  
+ OnSubmit

+ SetValue()