

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PhotonPunDemoCockpitScoreHelper {
        +Score
    }
    PhotonPunDemoCockpitScoreHelper --|> 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. A blue arrow with an open triangular head points from the 'Photon.Pun.Demo.Cockpit.ScoreHelper' class to the 'MonoBehaviour' class. The 'Photon.Pun.Demo.Cockpit.ScoreHelper' class is represented by a rectangle with three horizontal compartments. The top compartment contains the class name, the middle compartment contains the attribute '+ Score', and the bottom compartment is empty.

Photon.Pun.Demo.Cockpit.
ScoreHelper

+ Score