

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PhotonPunDemoPunBasicsPlayerUI["Photon.Pun.Demo.PunBasics.PlayerUI"]
    PhotonPunDemoPunBasicsPlayerUI --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a white box with a black border and two empty internal compartments. Below it is the 'Photon.Pun.Demo.PunBasics.PlayerUI' class, represented by a grey box with a black border and two internal compartments. The top compartment of the grey box contains the class name, the middle compartment is empty, and the bottom compartment contains the method '+ SetTarget()'. A blue arrow with a hollow triangular head points from the top of the grey box to the bottom of the white box, indicating that 'Photon.Pun.Demo.PunBasics.PlayerUI' inherits from 'MonoBehaviour'.

Photon.Pun.Demo.PunBasics.
PlayerUI

+ SetTarget()