

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PhotonPunDemoSlotRacerSlotLanes {
        +GridPositions
        +Instance
    }
    PhotonPunDemoSlotRacerSlotLanes --|> 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.SlotRacer.SlotLanes' 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 contains two public attributes: '+ GridPositions' and '+ Instance'. 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.SlotRacer.SlotLanes' inherits from 'MonoBehaviour'.

Photon.Pun.Demo.SlotRacer.
SlotLanes

+ GridPositions
+ Instance