

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PhotonPunSimpleSimulateHealth["Photon.Pun.Simple.Simulate Health"]
    PhotonPunSimpleSimulateHealth --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a white box with a black border and three horizontal sections. The top section contains the text 'MonoBehaviour', while the two bottom sections are empty. Below it is the 'Photon.Pun.Simple.Simulate Health' class, represented by a grey box with a black border and three horizontal sections. The top section contains the text 'Photon.Pun.Simple.Simulate Health', while the two bottom sections are empty. A blue arrow with an open triangular head points from the top section of the 'Photon.Pun.Simple.Simulate Health' class to the bottom section of the 'MonoBehaviour' class, indicating inheritance.

Photon.Pun.Simple.Simulate  
Health