

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PhotonPunDemoCockpitStringInputField["Photon.Pun.Demo.Cockpit.StringInputField"]
    PhotonPunDemoCockpitStringInputField --|> MonoBehaviour
```

The diagram illustrates 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.StringInputField' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment lists two attributes: '+ PropertyValueInput' and '+ OnSubmit'. The bottom compartment lists three methods: '+ SetValue()', '+ EndEditOnEnter()', and '+ SubmitForm()'. A blue arrow with an open triangular head points from the top of the 'Photon.Pun.Demo.Cockpit.StringInputField' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

Photon.Pun.Demo.Cockpit.
StringInputField

+ PropertyValueInput
+ OnSubmit

+ SetValue()
+ EndEditOnEnter()
+ SubmitForm()