

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PhotonPunDemoCockpitPropertyListenerBase["Photon.Pun.Demo.Cockpit.PropertyListenerBase"] {
        + UpdateIndicator
        + OnValueChanged()
    }
    PhotonPunDemoCockpitPropertyListenerBase --|> 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. At the bottom is the 'Photon.Pun.Demo.Cockpit.PropertyListenerBase' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains the attribute '+ UpdateIndicator'. The bottom compartment contains the method '+ OnValueChanged()'. A blue arrow with an open triangle head points from the bottom of the 'Photon.Pun.Demo.Cockpit.PropertyListenerBase' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

Photon.Pun.Demo.Cockpit.
PropertyListenerBase

+ UpdateIndicator

+ OnValueChanged()