

ShaderGUI

```
classDiagram
    class ShaderGUI {
    }
    class FlatKitWaterEditor {
        + OnGUI()
    }
    FlatKitWaterEditor --|> ShaderGUI
```

The diagram illustrates a class hierarchy. At the top is the 'ShaderGUI' class, represented by a white box with a thin grey border, divided into three horizontal sections. The top section contains the class name 'ShaderGUI', while the middle and bottom sections are empty. Below it is the 'FlatKitWaterEditor' class, represented by a grey box with a thick black border, also divided into three horizontal sections. The top section contains the class name 'FlatKitWaterEditor', the middle section is empty, and the bottom section contains the method signature '+ OnGUI()'. A blue arrow with an open triangular head points from the top section of 'FlatKitWaterEditor' to the bottom section of 'ShaderGUI', indicating that 'FlatKitWaterEditor' inherits from 'ShaderGUI'.

FlatKitWaterEditor

+ OnGUI()