

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class UnityStandardAssets_Characters_ThirdPerson_PunDemos_ThirdPersonUserControl
    UnityStandardAssets_Characters_ThirdPerson_PunDemos_ThirdPersonUserControl --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is a box representing the 'MonoBehaviour' class, divided into three horizontal sections. Below it is a box representing the 'UnityStandardAssets.Characters.ThirdPerson.PunDemos.ThirdPersonUserControl' class, divided into three horizontal sections. A blue arrow with an open triangular head points from the top section of the lower box to the bottom section of the upper box, indicating that the lower class inherits from the upper class.

UnityStandardAssets.Characters.
ThirdPerson.PunDemos.ThirdPersonUser
Control