

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PhotonPunDemoCockpitGameVersionField["Photon.Pun.Demo.Cockpit.GameVersionField"]
    PhotonPunDemoCockpitGameVersionField --|> 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.GameVersionField' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains the text '+ PropertyValueInput'. The bottom compartment contains the text '+ OnEndEdit()' and '+ SubmitForm()'. A blue arrow points from the top of the 'Photon.Pun.Demo.Cockpit.GameVersionField' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

Photon.Pun.Demo.Cockpit.
GameVersionField

+ PropertyValueInput

+ OnEndEdit()

+ SubmitForm()