

MonoBehaviour



```
graph BT; Input[UnityEngine.UI.Input] --> MonoBehaviour[MonoBehaviour];
```

The diagram illustrates a dependency between two classes. At the top, a box labeled 'MonoBehaviour' is connected by a vertical arrow pointing upwards to a box labeled 'UnityEngine.UI.Input' at the bottom. This indicates that MonoBehaviour depends on or inherits from UnityEngine.UI.Input.

UnityEngine.UI.Input