# MonoBehaviour ItemSlotData + ItemTypeID + ItemID + PocketType # m\_itemImage # m\_nameText # m\_descriptionText # m\_conditionImage # m\_numText # m\_itemTypeID # m\_itemID # m\_pocketType # m\_conditionBackColor # m\_conditionBackAlpha # SetItemImage()

- + SetItemSlotData()
- + InitializeSlotData()
- # SetItemName()
- # SetDescription()
- # SetItemNum()
- # SetConditionImage()
- # SetConditionBackColor()

#### FoodSlotData

- # m\_priceNumText
- # m\_createNeedIngredientSlot
- + SetItemSlotData()
- + InitializeSlotData()
- # CreateNeedIngredient()
- # SetPriceText()

## ProvideFoodSlotData

- m providePossibleNumText
- m\_soldNumText
- m\_soldPriceText
- + Start()
- + SetItemSlotData()
- + InitializeSlotData()
- Update()
- SetProvideFoodData()
- SetProvidePossibleNumText()
- SetSoldNumText()
- SetSoldPriceText()
- Check()

## SelectProvideFoodSlotData

- # m recipeSelectUIController
- # m\_canvasGroup
- # m\_alpha
- # m possibleColor
- # m\_inpossibleColor
- m\_colorTextList
- + Start()
- + OnUpdate()
- Check()
- InitSlot() - SetSlot()
- SetColor()

## SoldOutProvideFoodSlotData

- m\_soldOutColor
- Start()
- SoldOut()