```
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│ MonoBehaviour           │
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```

InputActionButton

- \# m_inputActionReference
- \# m_buttonImage
- \- m_holdType
- \- m_gaugeImage
- \- m_pressSE
- \- m_canvasGroup
- \- m_imPossibleAlpha

- \+ IsInputActionTrriger()
- \# IsPress()
- \- Start()
- \- Update()
- \- UpdateButtonImage()
- \- UpdateHoldGage()
- \- PlaySE()
- \- SetColor()

-m_backInputActionButton
-m_closeInputActionButton
-m_nextInputActionButton

SelectTutorialController

- \+ TutorialDataList
- \+ CurrentTutorial
- \+ IsSelectChangeFlg
- \- m_tutorialDataList
- \- m_currentTutorial
- \- m_isSelectChangeFlg

- \+ OnUpdate()
- \+ OnLateUpdate()
- \+ GetCurrentTutorialData()
- \+ IsClose()
- \+ IsGoNext()
- \+ IsGoBack()
- \+ IsGoClose()
- \- Select()
- \- Next()
- \- Back()