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# BaseWindowUI

- # m unUpdateAlpha
- m\_canvasGroup
- + OnInitialize()
- + OnUpdate()
- + OnLateUpdate()
- + OnSelectInitialize()
- + OnSelectUpdate()
- + OnSelectExit()
- + SetAlpha()

# BaseProvideFoodUI

- # m selectUIController
- + OnLateUpdate()
- # GetCurrentSelectItemSlot Data< T >()

### SelectProvideFoodMenuUI

- m createProvideFoodSlotList
- m selectProvideFoodSlotData
- m\_changeScrollViewPosition
- + OnInitialize()
- + OnUpdate()
- + OnSelectInitialize()
- + OnSelectUpdate()
- + OnSelectExit()
- CreateSlot()

### SelectProvideFoodUI

- m\_createRecipeSlotList
- m\_changeScrollViewPosition
- + OnInitialize()
- + OnSelectUpdate()
- SetProvideFood()