```
                          ┌─────────────────┐
                          │  MonoBehaviour  │
                          ├─────────────────┤
                          │                 │
                          └─────────────────┘
```

SelectUIController
+ UIList
+ CurrentSelectUI
+ IsSelectChangeFlg
+ ConstraintCount
+ IsPress
# m_uiList
# m_isLoop
# m_interpolationType
# m_alwaysCreateType
# m_currentSelectUI
# m_currentWidth
# m_currentHeight
# m_currentConstraintCount
# m_isSelectChangeFlg
# m_constraintCount
# m_listCount
# m_isPress
- m_tweener
- m_scaleRect
- m_defaultScale
- m_easeType
+ OnUpdate()
+ OnLateUpdate()
+ IsPressButton()
+ SetConstraintCount()
+ FindToSetUI()
+ AddUIList()
+ AddUI()
+ SetHeadUIGameObject()
+ SetUIActionWindowGameObject()
+ CheckAlwaysCreate()
+ OnUpdateActionWindow()
+ OnLateUpdateActionWindow()
# SetCurrentSelectUI()
# Left()
# Right()
- OnDestroy()
- DoScale()
- Awake()
- OnPress()
- NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
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ItemSlotData
+ ItemTypeID
+ ItemID
# m_itemImage
# m_nameText
# m_descriptionText
# m_conditionImage
# m_numText
# m_itemTypeID
# m_itemID
# m_pocketType
+ SetItemSlotData()
+ InitializeSlotData()
# SetItemImage()
# SetItemName()
# SetDescription()
# SetItemNum()
# SetConditionImage()

#m_selectUIController

BaseCreateSlotList
+ SlotList
# m_createSlotType
# m_pocketType
# m_slot
# m_slotList
+ OnInitialize()
+ CreateSlot()
+ DestroyItemSlotData()
+ RemoveItemSlotData()
# RemoveNullSlotList()
# SetSlotControllerData()
# AddSelectUIController()
# DestroySlotList()
# CreateSlotInstance()

CreateNeedIngredientSlot
- m_foodID
+ SetFoodID()
# CreateSlotInstance()
# SetSlotControllerData()

#m_createNeedIngredientSlot

#m_recipeSelectUIController

FoodSlotData
m_priceNumText
+ SetItemSlotData()
+ InitializeSlotData()
# CreateNeedIngredient()
# SetPriceText()

SelectProvideFoodSlotData
m_canvasGroup
m_alpha
m_possibleColor
m_inpossibleColor
- m_colorTextList
+ Start()
+ OnUpdate()
- Check()
- InitSlot()
- SetSlot()
- SetColor()
```