## MonoBehaviour

## BaseCreateSlotList

- + SlotList
- # m createSlotType
- # m selectUIController
- # m\_slot
- # m slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController()
- # DestroySlotList()
- # CreateSlotInstance()

## CreateOrderFoodSlotList

- + OnInitialize()
- # CreateSlotInstance()
- GetCounterFoodDataList()