```
                    ┌─────────────────────┐
                    │   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

+ OnUpdate()
+ OnLateUpdate()
+ IsPressButton()
+ SetConstraintCount()
+ FindToSetUI()
+ AddUIList()
+ AddUI()
+ SetHeadUIGameObject()
+ SetUIActionWindowGameObject()
+ CheckAlwaysCreate()
+ OnUpdateActionWindow()
+ OnLateUpdateActionWindow()
# SetCurrentSelectUI()
# Left()
# Right()
- Awake()
- OnPress()
- NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
- IsWidthExceed()
- IsWidthBelow()
- IsHeightExceed()
- IsHeightBelow()

CreateConditionImage

- m_imageSize
- m_maxColor
- m_minColor
- m_imageList
- m_conditionID
- m_level

+ CreateImage()
- SetImage()
- SetRectTransform()
- DestroyConditionImage()

#m_selectUIController   #m_createConditionImage

ChangeItemDescription

m_pocketType
m_typeTextMeshPro
m_typeImage
m_nameTextMeshPro
m_descriptionTextMeshPro
m_levelTextMeshPro
m_healingValueTextMeshPro
m_conditionText
m_numTextMeshPro
m_displayOne
- m_typeList
- m_typeImageList
- m_itemImage
- m_itemImageList
- m_nameList
- m_descriptionList
- m_levelList
- m_healingValueList
- m_createConditionList
- m_conditionList
- m_numList

+ OnInitialize()
+ OnUpdate()
+ ChangeSelectUIDescription()
+ ChangeDescription()
# IsChangeDescription()
# SetDescription()
# InitDescription()
# SetActiveList()
# SetItemImage()
# SetTypeText()
# SetTypeImage()
# SetNameText()
# SetDescriptionText()
# SetNumText()
# SetLevelText()
# SetHealingValueText()
# SetConditionImage()
# SetConditionText()
# GetPocketItemDataManager()
- CheckToSetActiveGameObject
  List< T >()

ChangeConfirmationItemDescription
```