MonoBehaviour

BaseWindowUI

- # m_unUpdateAlpha
- m_canvasGroup
- + OnInitialize()+ OnUpdate()
- + OnLateUpdate()
- + OnSelectInitialize()
- + OnSelectUpdate()
- + OnSelectExit()
- + SetAlpha()



BaseProvideFoodUI

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



SelectProvideFoodUI

- m_createRecipeSlotList
- m_changeScrollViewPosition
- + OnInitialize()
- + OnSelectUpdate()
- SetProvideFood()