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

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()
  □□□ 6 □□…

#m_selectUIController

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

**CreateManagementProvideFood
SlotList**

+   Start()
#   CreateSlotInstance()

-m_createManagementProvide
FoodSlotList

ManagementUI
- Start()
- Update()