MonoBehaviour
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BaseCreateSlotList

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



CreateActionItemSlotList

- + SlotObj
- + CreateSlot()
- # CreateSlotInstance()
- GetItemSlotDataList()