```
┌─────────────────────────┐
│      MonoBehaviour      │
├─────────────────────────┤
│                         │
├─────────────────────────┤
│                         │
└─────────────────────────┘
            △△△△△△
```

ChangeItemDescription

m_pocketType
m_selectUIController
m_nameTextMeshPro
m_descriptionTextMeshPro
m_typeImage
m_typeTextMeshPro
m_maxNumText
m_levelTextMeshPro
m_numTextMeshPro
m_displayOneType
  　　 7 　…
- m_itemImage
- m_itemImageList
- m_nameList
- m_descriptionList
- m_typeImageList
- m_typeList
- m_maxNumTextList
- m_levelList
- m_numList
- m_healingValueList
  　　 7 　…

+ OnInitialize()
+ OnUpdate()
+ ChangeDesctiptionSelectUI()
+ ChangeDescription()
# IsChangeDescription()
# SetDescription()
# InitDescription()
# SetActiveList()
# GetCurrentSelectItemSlot
  Data()
# CheckToSetActiveGameObject
  List< T >()
SetItemImage()
SetTypeText()
SetTypeImage()
SetMaxNumText()
  　　 10 　…
- SetCommonDescription()
- InitilizeCommonDescription()
- SetCommonActiveList()
- SetEdibleItemDescription()
- InitilizeEdibleItemDescription()
- SetEdibleItemActiveList()
- SetFoodDescription()
- InitilizeFoodDescription()
- SetFoodActiveList()
- CreateNeedIngredientSlot()
  　　 7 　…

```
            △
┌─────────────────────────────────┐
│  ChangeConfirmationItemDescription │
├─────────────────────────────────┤
│                                 │
├─────────────────────────────────┤
│                                 │
└─────────────────────────────────┘
```