## MonoBehaviour $\Delta\Delta\Delta\Delta$ 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() 3 0 3 0 6 F 6 ... #m selectUIController

# m\_createSlotType # m\_pocketType # m\_slot

+ SlotList

BaseCreateSlotList

ItemSlotData

+ ItemTypeID + ItemID

# m\_itemImage # m\_nameText

# m\_numText # m\_itemTypeID

# m itemID

# m\_pocketType + SetItemSlotData() + InitializeSlotData() # SetItemImage() # SetItemName() # SetDescription() # SetItemNum()

# SetConditionImage()

# m\_descriptionText # m\_conditionImage

> + CreateSlot() + DestroyItemSlotData() + RemoveItemSlotData()

# m\_slotList + OnInitialize()

# RemoveNullSlotList() # SetSlotControllerData()

# AddSelectUIController()

# DestroySlotList() # CreateSlotInstance()

CreateNeedIngredientSlot - m\_foodID

+ SetFoodID()

# CreateSlotInstance() # SetSlotControllerData()

#m\_createNeedIngredientSlot

## # m\_priceNumText + SetItemSlotData()

- FoodSlotData

- + InitializeSlotData() # CreateNeedIngredient()
- # SetPriceText()
  - ProvideFoodSlotData
    - Start() Update()

Check()