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()

BaseCreateSlotList

#m selectUIController

 CurrentUISelectCheck() SelectActionWindowUI()

3 0 3 0 6 F 6 ...

m_pocketType

m_createSlotType

- OnPut() - OnUse() SelectUI()

m_slot

+ SlotList

- # m_slotList
- + OnInitialize()
- + CreateSlot() + DestroyItemSlotData()
- # RemoveNullSlotList()
- # AddSelectUIControler()

+ RemoveItemSlotData()

SetSlotControllerData()

- # DestroySlotList()
- # CreateSlotInstance()
- # CreateSlotInstance() Start()

GetProvideFoodList()

CreateProvideFoodSlotList

-m createProvideFoodSlotList

- m_totalEarnedMoneyText

ChangeProvideFoodDescription

- m_cameCustomerNumText

- m_soldNumText - m_earnedMoneyText

- m_cameNormalCustomerNumText
- m_cameAngryCustomerNumText
- + OnInitialize()
- # SetDescription() - SetSoldNumText()
- CreateProvideFoodSlot()
- SetEarnedMoneyText()
- SetTotalEarnedMoneyText()
- SetCameCustomerNumText() SetCameNormalCustomerNum
- SetCameAngryCustomerNumText()