

SetSlotControllerData()

CreateSlotInstance()

CreateNeedIngredientSlot

#m_createNeedIngredientSlot

- m_foodID + SetFoodID()

- FoodSlotData # m_priceNumText
- + SetItemSlotData()
- # CreateNeedIngredient() # SetPriceText()
- ProvideFoodSlotData

+ InitializeSlotData()

- m_providePossibleNumText
- m_soldNumText - m_soldPriceText
- + Start()
- + SetItemSlotData()
- + InitializeSlotData()
- Update()
- SetProvideFoodData()

- SetProvidePossibleNumText()

- SetSoldNumText() SetSoldPriceText()
- Check()