```
                    ┌─────────────────┐
                    │  MonoBehaviour  │
                    ├─────────────────┤
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```

MonoBehaviour

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_easeType

+ OnUpdate()
+ OnLateUpdate()
+ IsPressButton()
+ SetConstraintCount()
+ FindToSetUI()
+ AddUIList()
+ AddUI()
+ SetHeadUIGameObject()
+ SetUIActionWindowGameObject()
+ CheckAlwaysCreate()
+ OnUpdateActionWindow()
+ OnLateUpdateActionWindow()
# SetCurrentSelectUI()
# Left()
# Right()
- DoScale()
- Awake()
- OnPress()
- NullCheck()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
- IsWidthExceed()
- IsWidthBelow()
- IsHeightExceed()
- IsHeightBelow()

BaseWindow
+ Input
# m_canvasGroup
# m_doSpead
# m_depthOfFieldType
# m_gameStopType
# m_gameStopMoveType
# m_hideUIType
# m_globalVolume
# m_hideCanvasGroupList
# m_input

+ OnInitialize()
+ OnShow()
+ OnUpdate()
+ OnClose()
+ OnDestroy()
# OnDOScale()
# OnDOAlpha()
# SetGlobalVolume()
# SetDepthOfField()
# SetTimeScale()
# HideOtherUI()
# ShowOtherUI()
# CreateWindow< T >()
# Transion()
- SetCanvasGroupList()

-m_selectUIController

SelectUseItemWindow
- m_parentUI
- m_button
- m_currentSelectUseItemID
+ SetData()
+ OnUpdate()
- EditActionWindow()
- EditSelectionWindowforAction
  Window_Ingredient()
- EditSelectionWindowforAction
  Window_Food()
- EditInventoryWindow()
- EditSelectionWindowforInventory
  Window_Ingredient()
- EditSelectionWindowforInventory
  Window_Food()
- CheckPressSelectUseItemButton()
- AddButton()