

ChangeProvideFoodDescription

- m_soldNumText
- m_earnedMoneyText
 - m_totalEarnedMoneyText
- m_createProvideFoodSlotList
 - m_cameCustomerNumText
- m_cameNormalCustomerNumText
- m_cameAngryCustomerNumText
- + OnInitialize()
- # SetDescription()
- SetSoldNumText()
- CreateProvideFoodSlot()
 - SetEarnedMoneyText()
- SetTotalEarnedMoneyText()
- SetCameCustomerNumText()
- SetCameNormalCustomerNum Text()
- SetCameAngryCustomerNumText()