```
                    ┌─────────────────────┐
                    │   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

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

#m_selectUIController

BaseCreateSlotList

+ SlotList
# m_createSlotType
# m_slot
# m_slotList
+ OnInitialize()
+ CreateSlot()
+ DestroyItemSlotData()
+ RemoveItemSlotData()
# RemoveNullSlotList()
# SetSlotControllerData()
# AddSelectUIController()
# DestroySlotList()
# CreateSlotInstance()

CreateActionItemSlotList

+ SlotObj
+ CreateSlot()
# CreateSlotInstance()
- GetItemSlotDataList()