

CreateCreateFoodNeedIngredient  
SlotList.CreateSlotInstance

CreateNeedIngredientSlot.  
CreateSlotInstance

BaseCreateSlotList.Destroy  
SlotList

```
graph LR; A[CreateCreateFoodNeedIngredient SlotList.CreateSlotInstance] --> C[BaseCreateSlotList.Destroy SlotList]; B[CreateNeedIngredientSlot.CreateSlotInstance] --> C;
```

The diagram illustrates a dependency or relationship between three code elements. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'CreateCreateFoodNeedIngredient SlotList.CreateSlotInstance'. The bottom box contains the text 'CreateNeedIngredientSlot.CreateSlotInstance'. On the right, there is a gray rectangular box with a black border containing the text 'BaseCreateSlotList.Destroy SlotList'. Two blue arrows point from the right side of each white box to the left side of the gray box, indicating that both functions on the left depend on or interact with the function on the right.