```
MonoBehaviour
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```
InputActionButton
+ InputActionReference
# m_inputActionReference
# m_buttonImage
- m_holdType
- m_gaugeImage
- m_pressSE
- m_canvasGroup
- m_imPossibleAlpha
+ IsInputActionTrriger()
# IsPress()
# UpdateButtonImage()
- Start()
- Update()
- UpdateHoldGage()
- PlaySE()
- SetColor()
```

-m_backInputActionButton
-m_closeInputActionButton
-m_nextInputActionButton

```
SelectTutorialController
+ TutorialDataList
+ CurrentTutorial
+ IsSelectChangeFlg
- m_tutorialDataList
- m_currentTutorial
- m_isSelectChangeFlg
+ OnUpdate()
+ OnLateUpdate()
+ GetCurrentTutorialData()
+ IsClose()
+ IsGoNext()
+ IsGoBack()
+ IsGoClose()
- Select()
- Next()
- Back()
```

-m_selectTutorialController

```
ChangeTutorialDescription
- m_image
- m_text
- m_pageNumText
+ OnInitialize()
+ OnUpdate()
+ IsChangeDescription()
- SetDescription()
- SetImage()
- SetText()
- SetPageText()
```