```
MonoBehaviour
```

```
SelectUIController.UIData
+   UI
+   SelectUIType
+   PressSoundPath
-   m_ui
-   m_selectUIType
-   m_pressSoundPath
```

#m_currentSelectUIData

```
SelectUIController
+ UIList
+ CurrentSelectUIData
+ CurrentSelectUI
+ IsSelectChangeFlg
+ IsPress
+ PressInputAction
+ HoldInputAction
# m_uiList
# m_isLoop
# m_interpolationType
# m_alwaysCreateType
# m_currentWidth
# m_currentHeight
# m_currentConstraintCount
# m_isSelectChangeFlg
# m_listCount
# m_isPress
- m_tweener
- m_scaleRect
- m_defaultScale
- m_pressInputAction
- m_holdInputAction
- m_selectSoundName
+ OnUpdate()
+ OnLateUpdate()
+ IsPressButton()
+ AddUI()
+ SetHeadUIGameObject()
+ SetUIActionWindowGameObject()
+ NullCheck()
+ OnUpdateActionWindow()
+ OnLateUpdateActionWindow()
# Left()
# Right()
# PlaySelectSound()
# PlayPressSound()
- OnDestroy()
- DoScale()
- Awake()
- CurrentUISelectCheck()
- SelectActionWindowUI()
- OnPut()
- OnUse()
- SelectUI()
- Up()
- Down()
     □ □ □ 6 □ □…
```

```
ItemSlotData
+ ItemTypeID
+ ItemID
+ PocketType
# m_itemImage
# m_nameText
# m_descriptionText
# m_conditionImage
# m_numText
# m_itemTypeID
# m_itemID
# m_pocketType
# m_conditionBackColor
# m_conditionBackAlpha
+ SetItemSlotData()
+ InitializeSlotData()
# SetItemImage()
# SetItemName()
# SetDescription()
# SetItemNum()
# SetConditionImage()
# SetConditionBackColor()
```

#m_selectUIController

```
BaseCreateSlotList
+ SlotList
# m_createSlotType
# m_slot
# m_slotList
- m_lineBreak
+ OnInitialize()
+ CreateSlot()
+ DestroyItemSlotData()
+ RemoveItemSlotData()
# RemoveNullSlotList()
# SetLineBreak()
# AddSelectUIControler()
# DestroySlotList()
# CreateSlotInstance()
```

```
CreateNeedIngredientSlot
#   m_pocketType
#   m_foodID
+   SetFoodID()
#   CreateSlotInstance()
```

#m_createNeedIngredientSlot

```
FoodSlotData
# m_priceNumText
+ SetItemSlotData()
+ InitializeSlotData()
# CreateNeedIngredient()
# SetPriceText()
```

```
ProvideFoodSlotData
- m_providePossibleNumText
- m_soldNumText
- m_soldPriceText
+ Start()
+ SetItemSlotData()
+ InitializeSlotData()
- Update()
- SetProvideFoodData()
- SetProvidePossibleNumText()
- SetSoldNumText()
- SetSoldPriceText()
- Check()
```

```
SoldOutProvideFoodSlotData
-    m_soldOutColor
+    Start()
-    SoldOut()
```