

## + ItemTypeID + ItemID

ItemSlotData

- # m itemImage
- # m nameText
- # m\_descriptionText # m\_conditionImage
- # m numText # m\_itemTypeID
- # m itemID
- # m\_pocketType + SetItemSlotData()
- + InitializeSlotData() # SetItemImage()
- # SetItemName() # SetDescription()
- # SetItemNum()
- # SetConditionImage()

+ SlotList

#m selectUIController

## # m\_pocketType

BaseCreateSlotList

- # m\_slot
- # m\_slotList

# m\_createSlotType

- + OnInitialize() + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData() # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIControler() # DestroySlotList()
- # CreateSlotInstance()

## + SetFoodID()

CreateNeedIngredientSlot

# CreateSlotInstance()

- m\_foodID

# SetSlotControllerData()

#m\_createNeedIngredientSlot

- FoodSlotData
- # m\_priceNumText + SetItemSlotData()
- + InitializeSlotData()

# CreateNeedIngredient() # SetPriceText()