# MonoBehaviour

#### BaseWindowUI

- + CanvasGroup
- m\_canvasGroup
- + OnInitialize()
- + OnUpdate()
- + OnLateUpdate()
- + OnSelectInitialize()
- + OnSelectUpdate()
- + OnSelectExit()

### BaseProvideFoodUI

- # m selectUIController
- + OnLateUpdate()
- # GetCurrentSelectItemSlot Data< T >()

#### SelectProvideFoodMenuUI

- m\_createProvideFoodSlotList
- m selectProvideFoodSlotData
- m\_changeScrollViewPosition
- + OnInitialize()
- + OnUpdate()
- + OnSelectInitialize()
- + OnSelectUpdate()
- + OnSelectExit()
- CreateSlot()

## SelectProvideFoodUI

- m createRecipeSlotList
- m changeScrollViewPosition
- + OnInitialize()
- + OnSelectUpdate()
- SetProvideFood()