1. **document.querySelectorAll(".button");: This line uses the querySelectorAll method to select all elements in the document that have the class "button". It returns a NodeList containing all these elements, which is stored in the variable buttons.**
2. **for (const button of buttons) {: This initiates a loop that iterates over each element in the buttons NodeList. Each element is assigned to the variable button in each iteration of the loop.**
3. **button.addEventListener("click", () => {: For each button, this line adds a "click" event listener. When the button is clicked, the function inside the arrow function (() => { ... }) will be executed.**
4. **button.classList.toggle("button--active");: This line toggles the presence of the class "button--active" on the clicked button's class list. If the class is already present, it will be removed; if not, it will be added. This is how you can visually change the appearance of the button when clicked.**
5. **location.href = "/game";: This line changes the URL of the current page to "/game". This effectively navigates the user to a different page. When a user clicks the button, the URL change will trigger a navigation to the "/game" page.**

**In summary, this code snippet selects all elements with the class "button", adds a click event listener to each button, and toggles the "button--active" class on the button when clicked. Additionally, when the button is clicked, it changes the URL to "/game", effectively navigating the user to a different page. This code is often used to implement interactions and page navigation in web applications.**