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using UnityEngine.SceneManagement;
using UnityEngine;
using UnityEngine.UI;

public class Buttons : MonoBehaviour
{
    private Button _buttonStartGame, _buttonHelpGame,
    _buttonExitGame; //Menu
    private Button __buttonYes, _buttonNo; //Exit
    private Button _buttonBack; //Help
    //private Button
    _buttonleft, _buttonRight, _buttonUp, _buttonDown; //Game
    void Start()
    {
        //menu
        if (SceneManager.GetActiveScene().name == "Menu")
        {
            _buttonStartGame =
            GameObject.Find("ButtonStartGame").GetComponent<Button>();
            _buttonHelpGame =
            GameObject.Find("ButtonHelpGame").GetComponent<Button>();
            _buttonExitGame =
            GameObject.Find("ButtonExitGame").GetComponent<Button>();

            _buttonStartGame.onClick.AddListener(() => WindowGame());
            _buttonHelpGame.onClick.AddListener(() => WindowHelp());
            _buttonExitGame.onClick.AddListener(() => WindowExit());
        }
        //Exit
        if (SceneManager.GetActiveScene().name == "Exit")
        {
            __buttonYes =
            GameObject.Find("ButtonYes").GetComponent<Button>();
            _buttonNo =
            GameObject.Find("ButtonNo").GetComponent<Button>();

            __buttonYes.onClick.AddListener(() => Quit());
            _buttonNo.onClick.AddListener(() => WindowMenu());
        }
        //help
        if (SceneManager.GetActiveScene().name == "Help")
        {
            _buttonBack =
            GameObject.Find("ButtonBack").GetComponent<Button>();
            _buttonBack.onClick.AddListener(() => WindowMenu());
        }

        //Game////////////////////////////////////
        //////////////////////////////////
        if (SceneManager.GetActiveScene().name == "Game")
        {
            _buttonBack =
            GameObject.Find("ButtonBack").GetComponent<Button>();
            _buttonBack.onClick.AddListener(() => WindowMenu());

            // _buttonleft =
            GameObject.Find("ButtonLeft").GetComponent<Button>();
            // _buttonRight =
            GameObject.Find("ButtonRight").GetComponent<Button>();

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        // _buttonUp =
GameObject.Find("ButtonUp").GetComponent<Button>();
        // _buttonDown =
GameObject.Find("ButtonDown").GetComponent<Button>();

        // _buttonleft.onClick.AddListener(() => Left());
        // _buttonRight.onClick.AddListener(() => Right());
        // _buttonUp.onClick.AddListener(() => Up());
        // _buttonDown.onClick.AddListener(() => Down());
    }
}
void RemoveListener()
{
    //menu
    if (SceneManager.GetActiveScene().name == "Menu")
    {
        _buttonStartGame.onClick.RemoveListener(() => WindowGame());
        _buttonHelpGame.onClick.RemoveListener(() => WindowHelp());
        _buttonExitGame.onClick.RemoveListener(() => WindowExit());
    }
    //Exit
    if (SceneManager.GetActiveScene().name == "Exit")
    {
        _buttonYes.onClick.RemoveListener(() => Quit());
        _buttonNo.onClick.RemoveListener(() => WindowMenu());
    }
    //help
    if (SceneManager.GetActiveScene().name == "Help")
    {
        _buttonBack.onClick.RemoveListener(() => WindowMenu());
    }
}

//Game//////////////////////////////////////
//////////////////////////////////////
    if (SceneManager.GetActiveScene().name == "Game")
    {
        _buttonBack.onClick.RemoveListener(() => WindowMenu());
    }
}
private void WindowMenu()
{
    SceneManager.LoadScene(0);
}
private void WindowExit()
{
    SceneManager.LoadScene(1);
}
private void WindowHelp()
{
    SceneManager.LoadScene(2);
}
private void WindowGame()
{
    SceneManager.LoadScene(3);
}
private void Quit()
{
    if (Input.GetKeyDown(KeyCode.End) ||
Input.GetKeyDown(KeyCode.KeypadEnter))
    {
        Application.Quit();
    }
}

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        }
        Application.Quit();
    }

    private void Update()
    {
        if (Input.GetKeyDown(KeyCode.Escape))
        {
            WindowMenu();
        }
    }
}
```