```csharp
using UnityEngine;
using UnityEngine.EventSystems;

public class Paint : MonoBehaviour, IDragHandler, IDropHandler
{
    private Vector2 delta ;
    private Vector2 paint;

    private LineRenderer lineRenderer;
    private void Start()
    {
        lineRenderer =
GameObject.Find("LineRender").GetComponent<LineRenderer>();
        lineRenderer.enabled = false;
    }

    private void Update()
    {
        paint = new Vector2(delta.x, delta.y);
        //Debug.Log(paint);
    }

    public void OnDrag(PointerEventData eventData)
    {
        lineRenderer.enabled = true;
        delta = eventData.delta;
        if (Mathf.Abs(delta.x) > Mathf.Abs(delta.y))//ãîðèçîíòàëüíèé
ñâàéï
        {
            if (delta.x > 0)//right
            {
                //Debug.Log("right");

            }
            else//left
            {
                //Debug.Log("left");
            }
            lineRenderer.SetPosition(0, new Vector3(delta.x, delta.y,
0f));
        }
        else//âåðòèêàëüíèé ñâàéï
        {
            if (delta.y > 0)//up
            {
                //Debug.Log("up");
            }
            else//down
            {
                //Debug.Log("down");
            }
            lineRenderer.SetPosition(0, new Vector3(delta.x, delta.y,
0f));
        }
    }
    public void OnDrop(PointerEventData eventData)
    {
        lineRenderer.enabled = false;
    }
```

}