

```
1 using UnityEngine;
2 using UnityEngine.UI;
3
4 /// <summary>
5 /// CustomCircuitButtons is utilized to add delegate listeners to its
6 /// specified custom circuit within the menu for viewing and deleting.
7 /// </summary>
8 public class CustomCircuitButtons : MonoBehaviour
9 {
10     /// <summary>
11     /// The in-scene buttons pertaining to deletion and viewing a custom
12     /// circuit.
13     /// </summary>
14     [SerializeField]
15     Button deleteButton, viewButton;
16
17     // Getter methods
18     public Button DeleteButton { get { return deleteButton; } }
19     public Button ViewButton { get { return viewButton; } }
```