```csharp
1  using UnityEngine;
2
3  /// <summary>
4  /// CircuitReference is a <see cref="Circuit"/> wrapper class attached to
      all instantiated circuit GameObjects.<br/><br/>
5  /// This script is utilized to obtain the target circuit for any given
      GameObject through raycasts.
6  /// </summary>
7  public class CircuitReference : MonoBehaviour
8  {
9      /// <summary>
10     /// The circuit that this
11     /// </summary>
12     private Circuit circuit;
13
14     // Getter and setter method
15     public Circuit Circuit { get { return circuit; } set { circuit =
         value; } }
16 }
```