

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using DG.Tweening;

public class UIManager : MonoBehaviour {
    public RectTransform Tav1, Tav2, Tav3, Tav4, Tav5, Tav6, Tav7, Tav8, Tav9, Tav10, Tav11, Tav12, Tav13, Tav14, Tav15, Tav16,
    Tav17, Tav18, Tav19, Tav20, Tav21, Tav22, Tav23, Tav24, Tav25;

    // Use this for initialization
    void Start () {
        Tav1.DOAnchorPos(Vector2.zero, 0.25f);
    }

    public void Next()
    {
        Tav1.DOAnchorPos(new Vector2(-101, 0), 0.25f);
        Tav2.DOAnchorPos(new Vector2(0, 0), 0.25f);
    }

    public void Prev2()
    {
        Tav1.DOAnchorPos(new Vector2(0, 0), 0.25f);
        Tav2.DOAnchorPos(new Vector2(101, 0), 0.25f);
    }

    public void Next2()
    {
        Tav2.DOAnchorPos(new Vector2(-101, 0), 0.25f);
        Tav3.DOAnchorPos(new Vector2(0, 0), 0.25f);
    }

    public void Prev3()
    {
        Tav2.DOAnchorPos(new Vector2(0, 0), 0.25f);
        Tav3.DOAnchorPos(new Vector2(101, 0), 0.25f);
    }

    public void Next3()
    {
        Tav3.DOAnchorPos(new Vector2(-101, 0), 0.25f);
        Tav4.DOAnchorPos(new Vector2(0, 0), 0.25f);
    }

    public void Prev4()
    {
        Tav3.DOAnchorPos(new Vector2(0, 0), 0.25f);
        Tav4.DOAnchorPos(new Vector2(101, 0), 0.25f);
    }

    public void Next4()
    {
        Tav4.DOAnchorPos(new Vector2(-101, 0), 0.25f);
        Tav5.DOAnchorPos(new Vector2(0, 0), 0.25f);
    }

    public void Prev5()
    {

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Tav4.DOAnchorPos(new Vector2(0, 0), 0.25f);
Tav5.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next5()
{
    Tav5.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav6.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev6()
{
    Tav5.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav6.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next6()
{
    Tav6.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav7.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev7()
{
    Tav6.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav7.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next7()
{
    Tav7.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav8.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev8()
{
    Tav7.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav8.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next8()
{
    Tav8.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav9.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev9()
{
    Tav8.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav9.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next9()
{
    Tav9.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav10.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev10()
{
    Tav9.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav10.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
```

```
}
public void Next10()
{
    Tav10.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav11.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev11()
{
    Tav10.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav11.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next11()
{
    Tav11.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav12.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev12()
{
    Tav11.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav12.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next12()
{
    Tav12.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav13.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev13()
{
    Tav12.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav13.DOAnchorPos(new Vector2(101, 0), 0.25f);
}

public void Nex13()
{
    Tav13.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav14.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev14()
{
    Tav13.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav14.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next14()
{
    Tav14.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav15.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev15()
{
    Tav14.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav15.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
```

```
public void Next15()
{
    Tav15.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav16.DOAnchorPos(new Vector2(0, 0), 0.25f);
}
```

```
public void Prev16()
{
    Tav15.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav16.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
```

```
public void Next16()
{
    Tav16.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav17.DOAnchorPos(new Vector2(0, 0), 0.25f);
}
```

```
public void Prev17()
{
    Tav16.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav17.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
```

```
public void Next17()
{
    Tav17.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav18.DOAnchorPos(new Vector2(0, 0), 0.25f);
}
```

```
public void Prev18()
{
    Tav17.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav18.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
```

```
public void Next18()
{
    Tav18.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav19.DOAnchorPos(new Vector2(0, 0), 0.25f);
}
```

```
public void Prev19()
{
    Tav18.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav19.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
```

```
public void Next19()
{
    Tav19.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav20.DOAnchorPos(new Vector2(0, 0), 0.25f);
}
```

```
public void Prev20()
{
    Tav19.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav20.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
```

```
public void Next20()
```

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{
    Tav20.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav21.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev21()
{
    Tav20.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav21.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next21()
{
    Tav21.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav22.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev22()
{
    Tav21.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav22.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next22()
{
    Tav22.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav23.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev23()
{
    Tav22.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav23.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next23()
{
    Tav23.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav24.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

public void Prev24()
{
    Tav23.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav24.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Next24()
{
    Tav24.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav25.DOAnchorPos(new Vector2(0, 0), 0.25f);
}
public void Prev25()
{
    Tav24.DOAnchorPos(new Vector2(0, 0), 0.25f);
    Tav25.DOAnchorPos(new Vector2(101, 0), 0.25f);
}
public void Close()
{
    Tav25.DOAnchorPos(new Vector2(-101, 0), 0.25f);
    Tav1.DOAnchorPos(new Vector2(0, 0), 0.25f);
}

```

}