**If(bool)**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class IfBool : MonoBehaviour

{

public bool mySwitch = true;

public int myValue = 5;

void Start()

{

if (mySwitch == true)

{

//print in unity console

Debug.Log("Ma value est vrai!!");

}

if (myValue == 5)

{

Debug.Log("Ma value est " + myValue +" !!");

}

}

}

**If(bool) else**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class IfElse : MonoBehaviour

{

public bool mySwitch = true;

void Start()

{

if (mySwitch == true)

{

Debug.Log("Ma value est vrai!!");

}

else

{

Debug.Log("Ma value est fause!!");

}

}

}

**If A or B**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class IfAouB : MonoBehaviour

{

public bool mySwitchA = true;

public bool mySwitchB = false;

void Start()

{

if (mySwitchA == true || mySwitchB == true)

{

Debug.Log("Ma value est vrai!!");

}

else

{

Debug.Log("Ma value est fause!!");

}

}

}

**If A and B**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class IfAandB : MonoBehaviour

{

public bool mySwitchA = true;

public bool mySwitchB = false;

void Start()

{

if (mySwitchA == true && mySwitchB == true)

{

Debug.Log("Ma value est vrai!!");

}

else

{

Debug.Log("Ma value est fause!!");

}

}

}

**If Compare**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class IfCompare : MonoBehaviour

{

public float NumA = 1f;

public float NumB = 3f;

public float NumC = 4f;

void Start()

{

if (NumA < 3)

{

Debug.Log("Ma value A est inférieur que 3 !!");

}

else

{

Debug.Log("Ma value A est supérieur que 3 !!");

}

if (NumB >= 3)

{

Debug.Log("Ma value B est supérieur ou égale que 3 !!");

}

else

{

Debug.Log("Ma value B est inférieur que 3 !!");

}

if (NumB != 3)

{

Debug.Log("Ma value C n'est pas égale que 3 !!");

}

else

{

Debug.Log("Ma value B est égale que 3 !!");

}

}

}

**Input.GetKey**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class InputKeyCode : MonoBehaviour

{

public KeyCode myKey;

void Update()

{

if (Input.GetKey(KeyCode.A))

{

Debug.Log("J'appuie sur la touche A !");

}

if (Input.GetKeyDown(KeyCode.B))

{

Debug.Log("J'appuie une foi sur la touche B !");

}

if (Input.GetKeyUp(KeyCode.C))

{

Debug.Log("J'appuie une foi sur la touche C !");

}

if (Input.GetKeyDown(myKey))

{

Debug.Log("J'appuie une foi sur my key !");

}

}

}

**Input.GetAxis**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class getAxis : MonoBehaviour

{

void Update()

{

/\*if(Input.GetKey(KeyCode.LeftArrow))

{

transform.Translate(Vector3.left\*Time.deltaTime);

}

if (Input.GetKey(KeyCode.RightArrow))

{

transform.Translate(Vector3.right\*Time.deltaTime);

}

if (Input.GetKey(KeyCode.UpArrow))

{

transform.Translate(Vector3.up\* Time.deltaTime);

}

if (Input.GetKey(KeyCode.DownArrow))

{

transform.Translate(Vector3.down\* Time.deltaTime);

}\*/

float h = Input.GetAxis("Horizontal");

float v = Input.GetAxis("Vertical");

/\*float h = Input.GetAxisRaw("Horizontal");

float v = Input.GetAxisRaw("Vertical");\*/

Vector3 movement = new Vector3(h, v, 0f);

transform.Translate(movement\*Time.deltaTime\*5);

}

}

**Simple Math**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class maths : MonoBehaviour

{

private int banana = 0;

// Update is called once per frame

void Update()

{

banana = banana + 1;

// banana += 1;

// banana -= 1;

// banana++;

Debug.Log(banana);

}

}

**Look At**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class LookAt : MonoBehaviour

{

public Transform target;

void Update()

{

transform.LookAt(target.position);

transform.position = transform.position + transform.forward \* Time.deltaTime;

// go forward (the front of an object is on his local positive Z)

}

}

**Move Towards**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class moveTowards : MonoBehaviour

{

public Transform TargetA;

void Update()

{

transform.position = Vector3.MoveTowards(transform.position,TargetA.position, Time.deltaTime);

}

}

**Lerp**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Lerp : MonoBehaviour

{

public Transform TargetA;

void Update()

{

transform.position = Vector3.Lerp(transform.position,TargetA.position, Time.deltaTime);

}

}

**Require Distance**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Distance : MonoBehaviour

{

public Transform ObjectA;

public Transform ObjectB;

void Update()

{

float dis = Vector3.Distance(ObjectA.position, ObjectB.position);

print("distance between A and B is " + dis);

}

}