```csharp
 1  using System.Collections;
 2  using System.Collections.Generic;
 3  using UnityEngine;
 4  using UnityEngine.UI;
 5
 6  public class HealthBar : MonoBehaviour
 7  {
 8
 9      public Slider slider;
10
11      public void SetMaxHealth(int health)
12      {
13          slider.maxValue = health;
14          slider.value = health;
15      }
16
17      public void SetHealth(int health)
18      {
19          slider.value = health;
20
21      }
22
23
24  }
25
```