# Unity – More Code

Review

- Must have a GameObject
- Code is a component
- Add component to GameObject
- Select "script" from component list
- C# is scripting language
- Click "create.."

Review - Start

- This method happens once at the beginning of the movie

- Use print("put string in here") to write a message out to the console.

Review - Update

- This method happens repeatedly
- This method can access all of the variables defined outside of the methods but inside the class
- We will call these variables "Global variables"
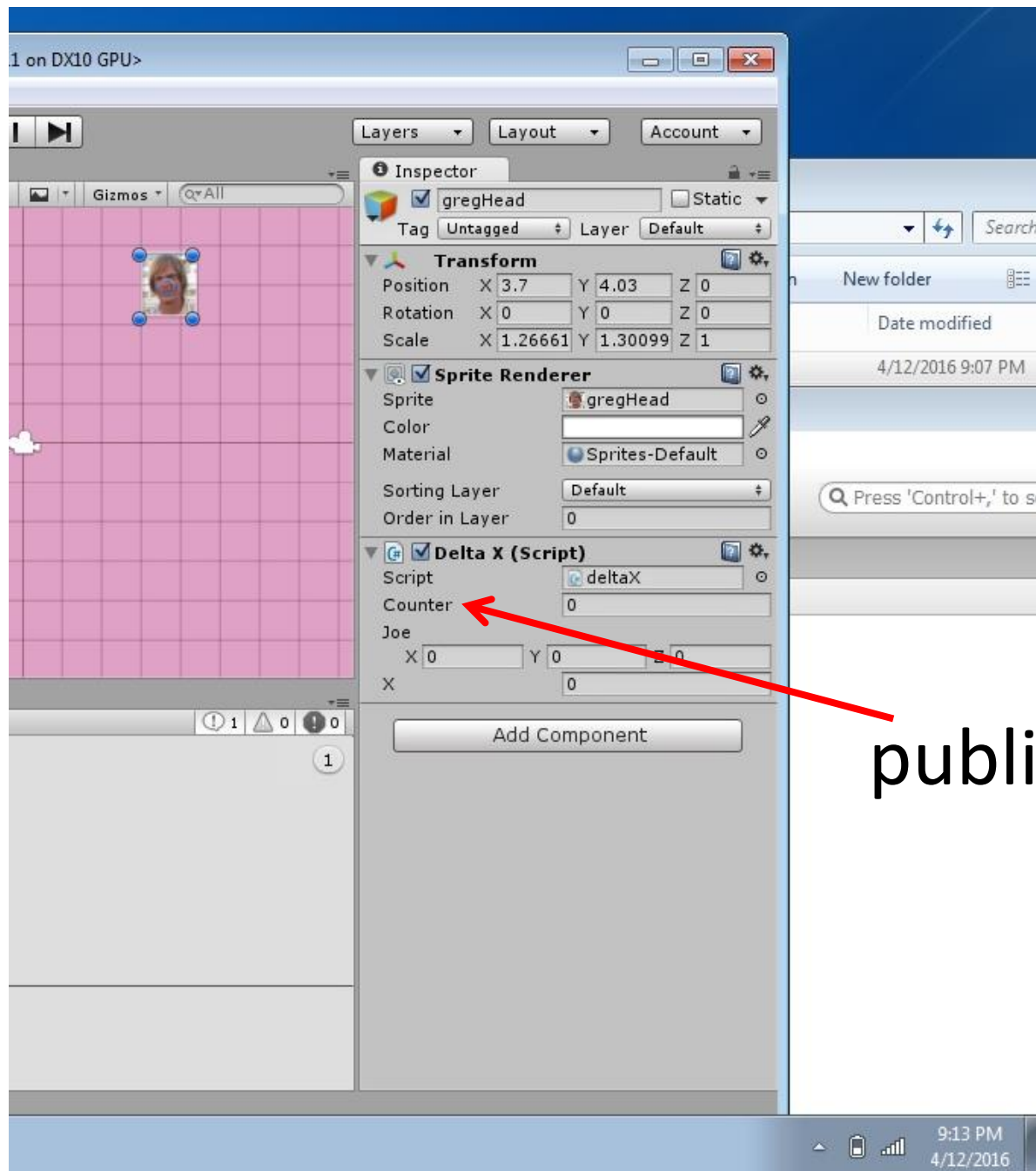
public int Counter;

```csharp
using UnityEngine;
using System.Collections;

public class deltaX : MonoBehaviour {

        public int Counter;

        void Start () {

        }

        void Update () {

        }
}
```

Lab

- Watch the Lab10SampleOutput video
- Make a Unity scene with the necessary code to generate the output in the video
- You can change the sentence to whatever
- Submit a screenshot to GC and show your group leader (or me) your running program