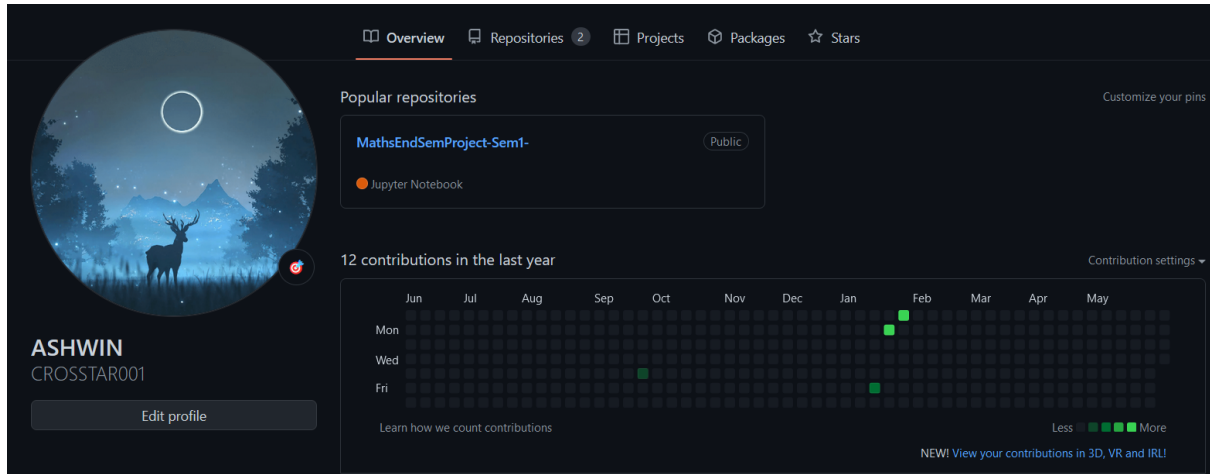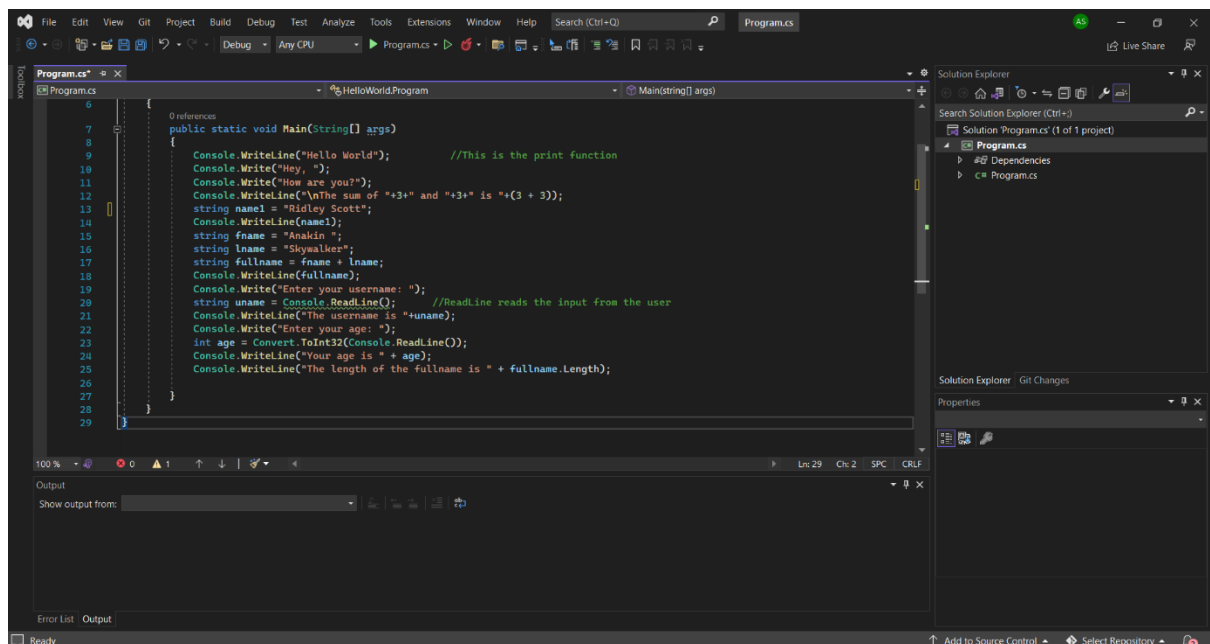# Introductory Task | Getting Started
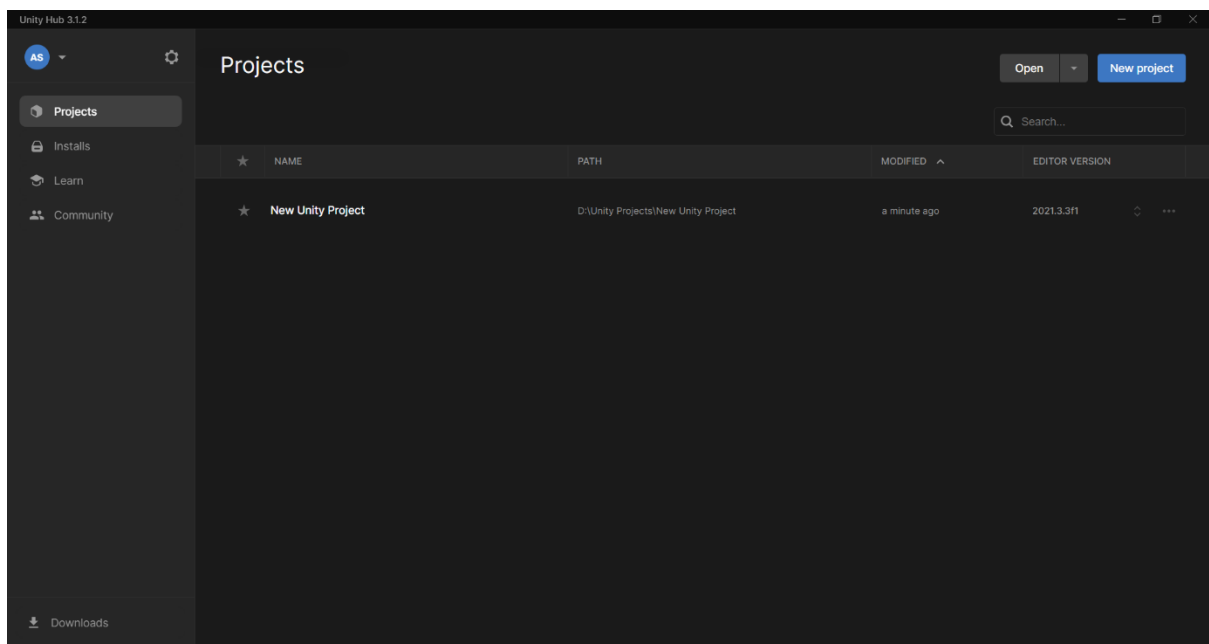
Task 0: Setup your own GitHub Account

Task 1: Download Visual Studio or any IDE of your choice

Task 2: Install the latest Unity from the Unity Hub
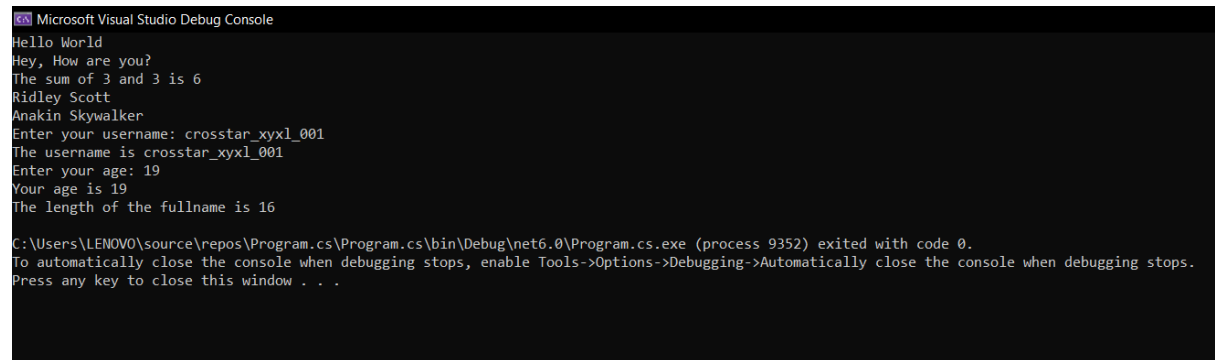

Task 3: Getting Introduced to C# Language

Sample Code:

```csharp
using System;

namespace HelloWorld
{
    class Program              //This is the class
    {
        public static void Main(String[] args)
        {
            Console.WriteLine("Hello World");        //This is the print
function
            Console.Write("Hey, ");
            Console.Write("How are you?");
            Console.WriteLine("\nThe sum of "+3+" and "+3+" is "+(3 + 3));
            string name1 = "Ridley Scott";
            Console.WriteLine(name1);
            string fname = "Anakin ";
            string lname = "Skywalker";
            string fullname = fname + lname;
            Console.WriteLine(fullname);
            Console.Write("Enter your username: ");
            string uname = Console.ReadLine();       //ReadLine reads the input
from the user
            Console.WriteLine("The username is "+uname);
            Console.Write("Enter your age: ");
            int age = Convert.ToInt32(Console.ReadLine());
            Console.WriteLine("Your age is " + age);
            Console.WriteLine("The length of the fullname is " +
fullname.Length);

        }
    }
}
```

Output:


```
Microsoft Visual Studio Debug Console
Hello World
Hey, How are you?
The sum of 3 and 3 is 6
Ridley Scott
Anakin Skywalker
Enter your username: crosstar_xyxl_001
The username is crosstar_xyxl_001
Enter your age: 19
Your age is 19
The length of the fullname is 16

C:\Users\LENOVO\source\repos\Program.cs\Program.cs\bin\Debug\net6.0\Program.cs.exe (process 9352) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

Task 4: Complete minimum 3 of these mentioned 12 Methods

1) Destroy a game object (using time)

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

public class test : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {
        Destroy(gameObject, 3f);
    }

    // Update is called once per frame
    void Update()
    {

    }
}
```

2) Detecting Mouse click

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

public class test : MonoBehaviour
{
    void Start()
    {
        //Destroy(gameObject, 3f);
    }

    void OnMouseDown()
    {
        Destroy(gameObject);
    }


}
```

3) Detecting Keyboard input

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

public class test : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {
        //Destroy(gameObject, 3f);
    }

    // Update is called once per frame
    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space))
        {
            Destroy(gameObject);
        }
    }
    void OnMouseDown()
    {
        Destroy(gameObject);
    }


}
```

4) Moving Object with velocity

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

public class test : MonoBehaviour
{
    Rigidbody rb;
    void Start()
    {
        rb = GetComponent<Rigidbody>();
    }

    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space))
        {
            //Destroy(gameObject);
            rb.AddForce(Vector3.up * 500);
        }
        else if(Input.GetKeyDown(KeyCode.LeftArrow))
        {
            rb.velocity = Vector3.left*20f;
        }
        else if (Input.GetKeyDown(KeyCode.RightArrow))
        {
            rb.velocity = Vector3.right * 20f;
        }
        else if (Input.GetKeyDown(KeyCode.UpArrow))
```

```
        {
            rb.velocity = Vector3.forward * 20f;
        }
        else if (Input.GetKeyDown(KeyCode.DownArrow))
        {
            rb.velocity = Vector3.back * 20f;
        }
    }
    void OnMouseDown()
    {
        Destroy(gameObject);
    }
}
```

5) Detecting Collision

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

public class test : MonoBehaviour
{
    Rigidbody rb;
    void Start()
    {
        rb = GetComponent<Rigidbody>();
    }

    void Update()
    {
    }
    private void OnCollisionEnter(Collision collision)
    {
        if (collision.gameObject.tag == "enemy")
        {
            Destroy(gameObject);
        }
    }

}
```


★ ★ ★