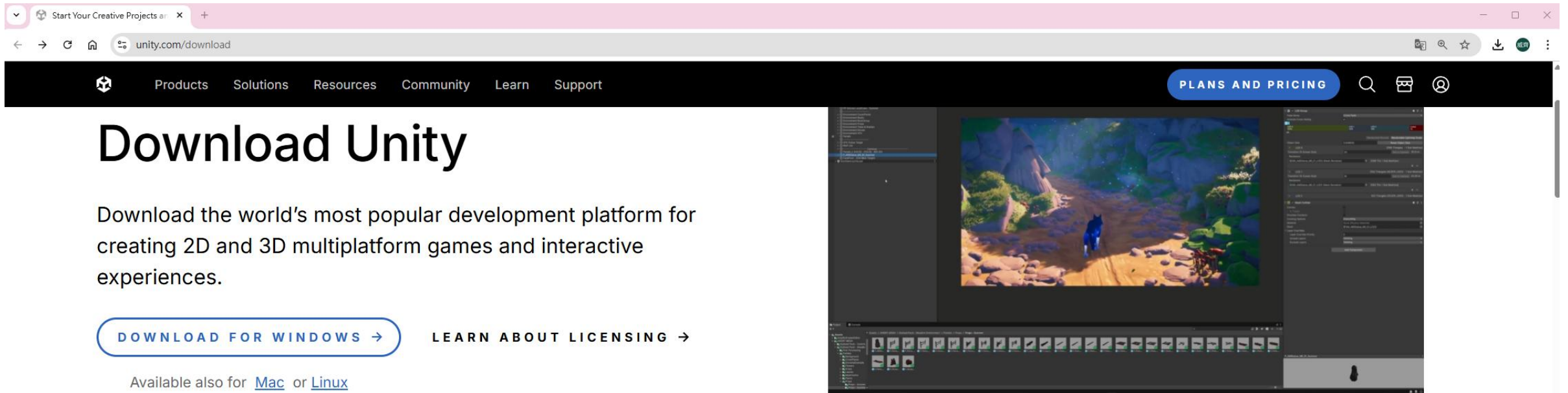


Unity Engine Client App

1.Install Unity Hub & Unity Editor

Unity Hub Download: <https://unity.com/download>

A screenshot of the Unity website's download page. The browser's address bar shows 'unity.com/download'. The website has a dark navigation bar with links for Products, Solutions, Resources, Community, Learn, and Support. A 'PLANS AND PRICING' button is on the right. The main heading is 'Download Unity'. Below it, a paragraph states: 'Download the world's most popular development platform for creating 2D and 3D multiplatform games and interactive experiences.' There are two buttons: 'DOWNLOAD FOR WINDOWS →' and 'LEARN ABOUT LICENSING →'. Below the first button, it says 'Available also for [Mac](#) or [Linux](#)'. On the right, there is a large image showing the Unity development interface with a 3D scene of a blue creature in a rocky landscape.

How to get started

STEP 1

Download the Unity Hub

Before you can start creating in Unity you'll need to download and install the Unity Hub. [Windows](#), [Mac](#), [Mac ARM64*](#), or [Linux](#).

**Requires Rosetta to be installed.*

STEP 2

Install the Unity Hub

Once your download and install has completed, open the Hub and login or create a Unity account.

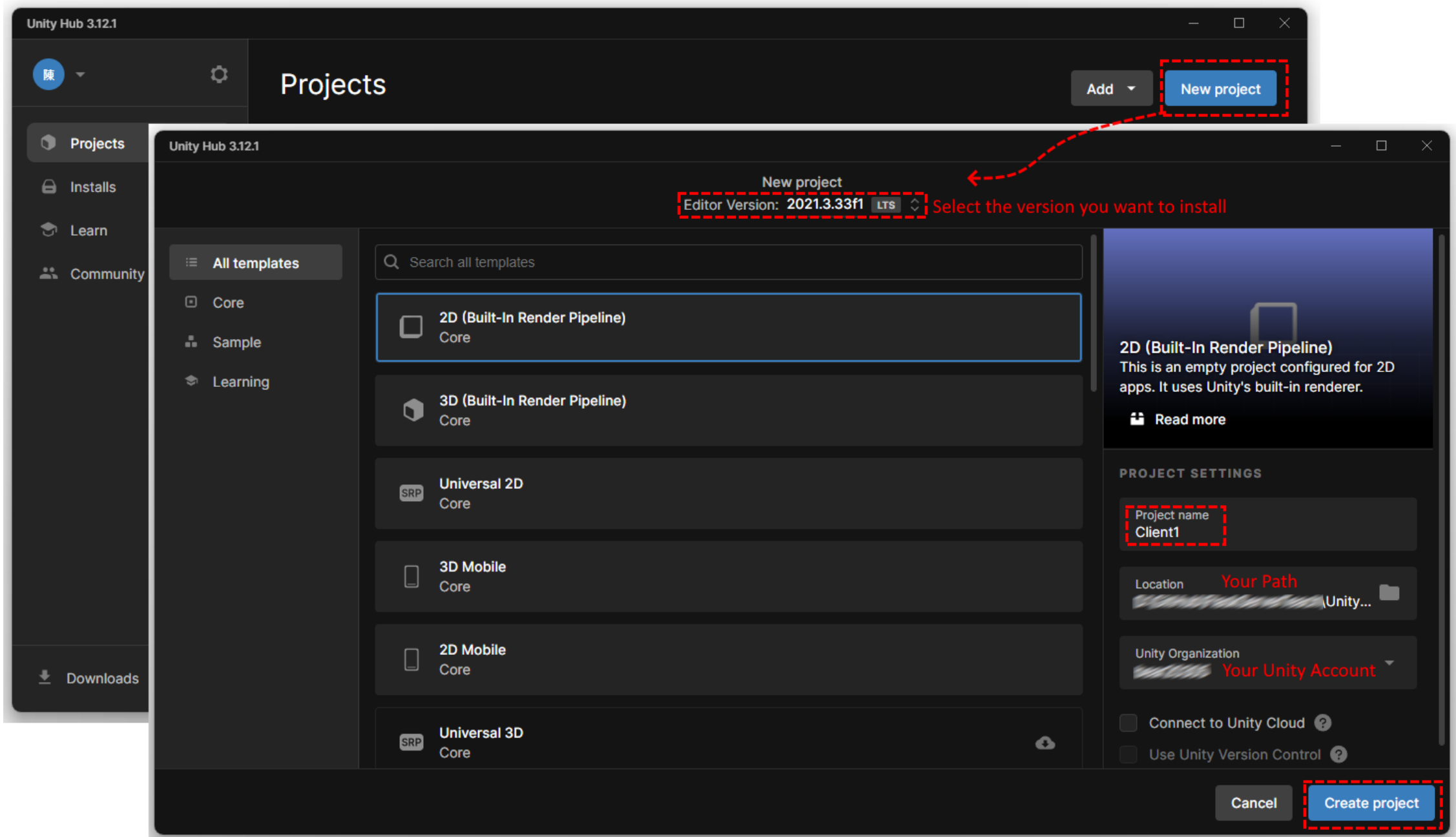
STEP 3

Install the Unity Engine

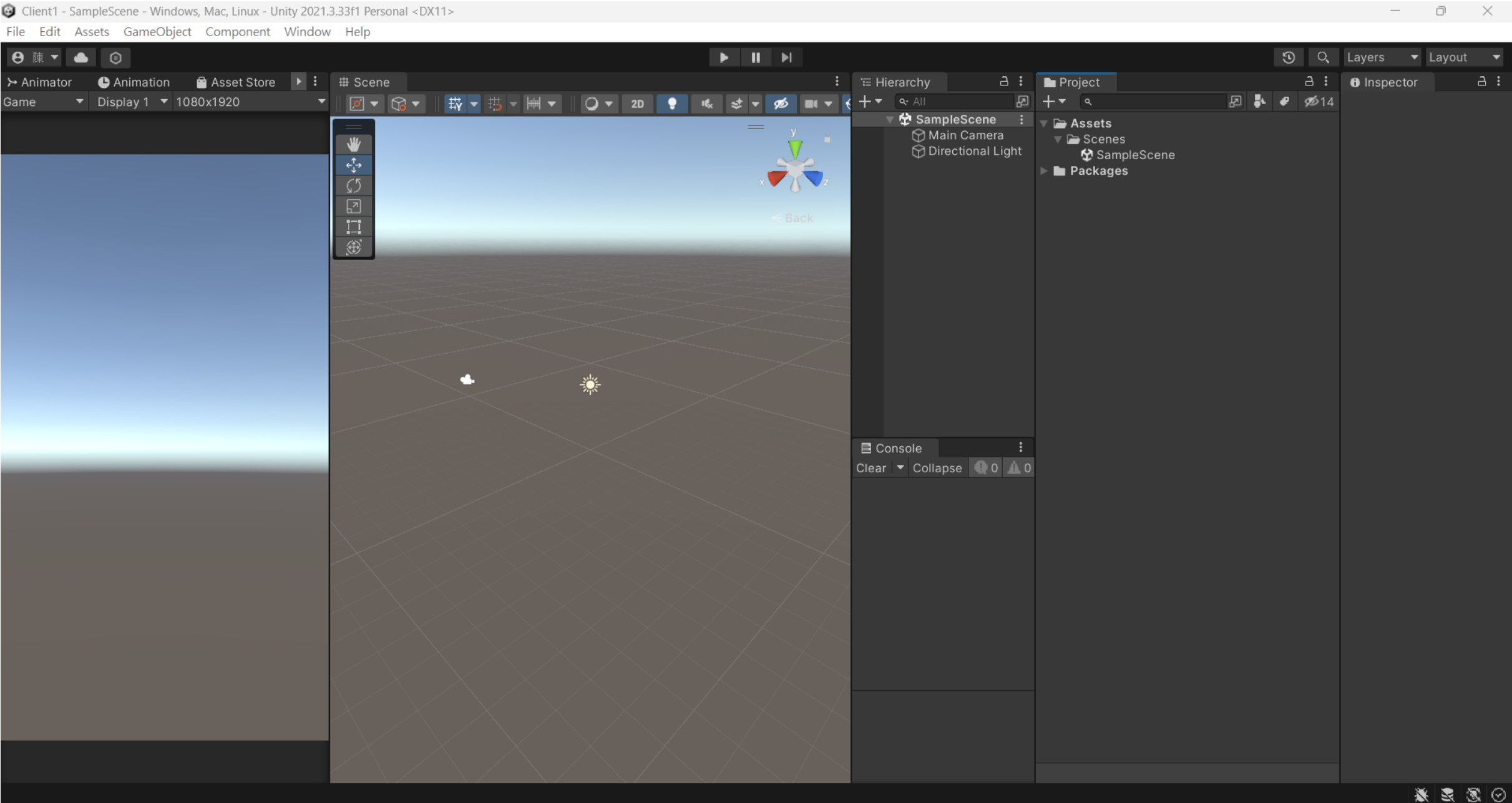
In the Hub, start a tutorial or open a new project. The latest version of the Unity Engine will download automatically.



2.Create New Project

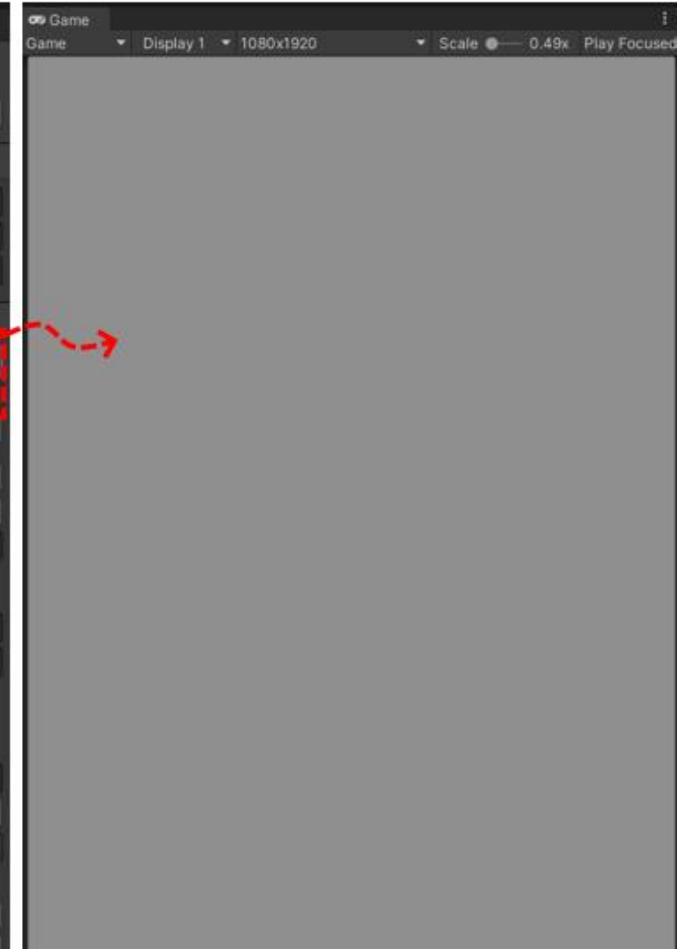
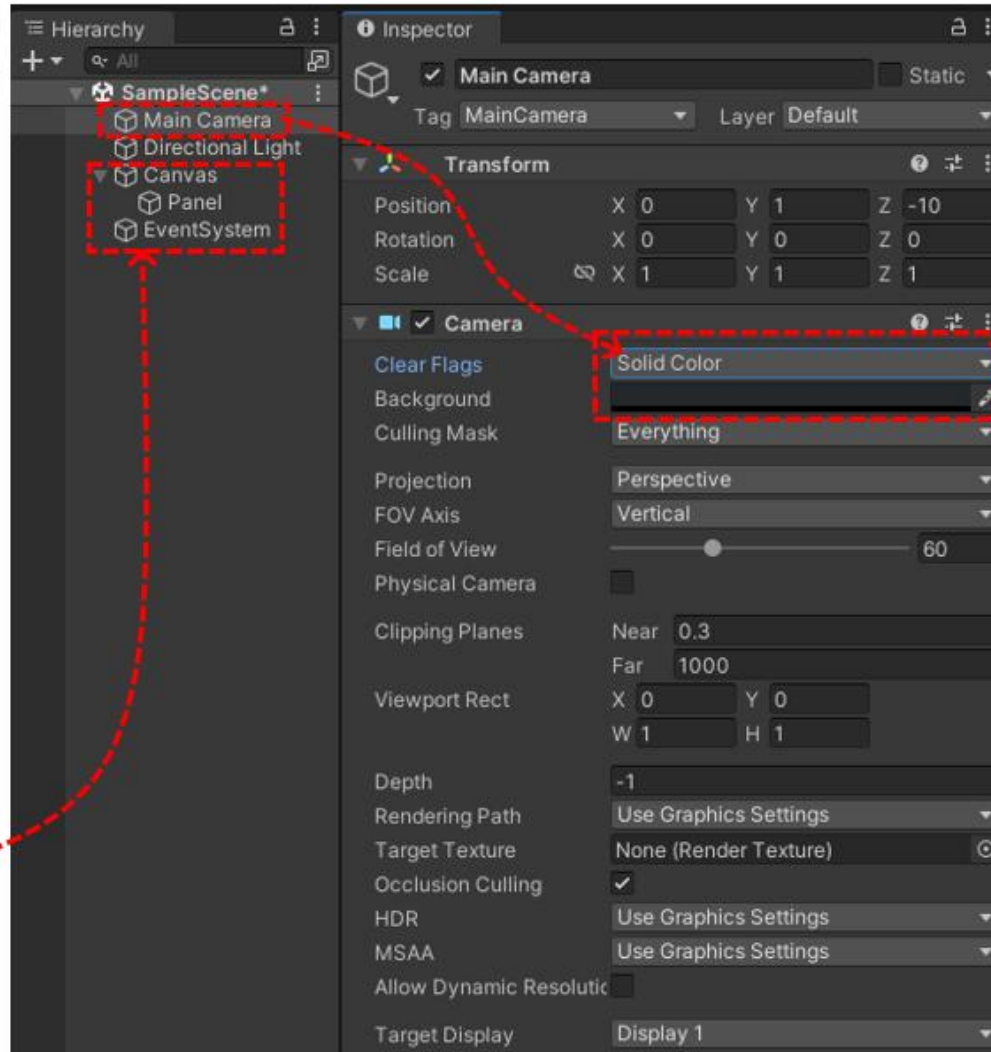
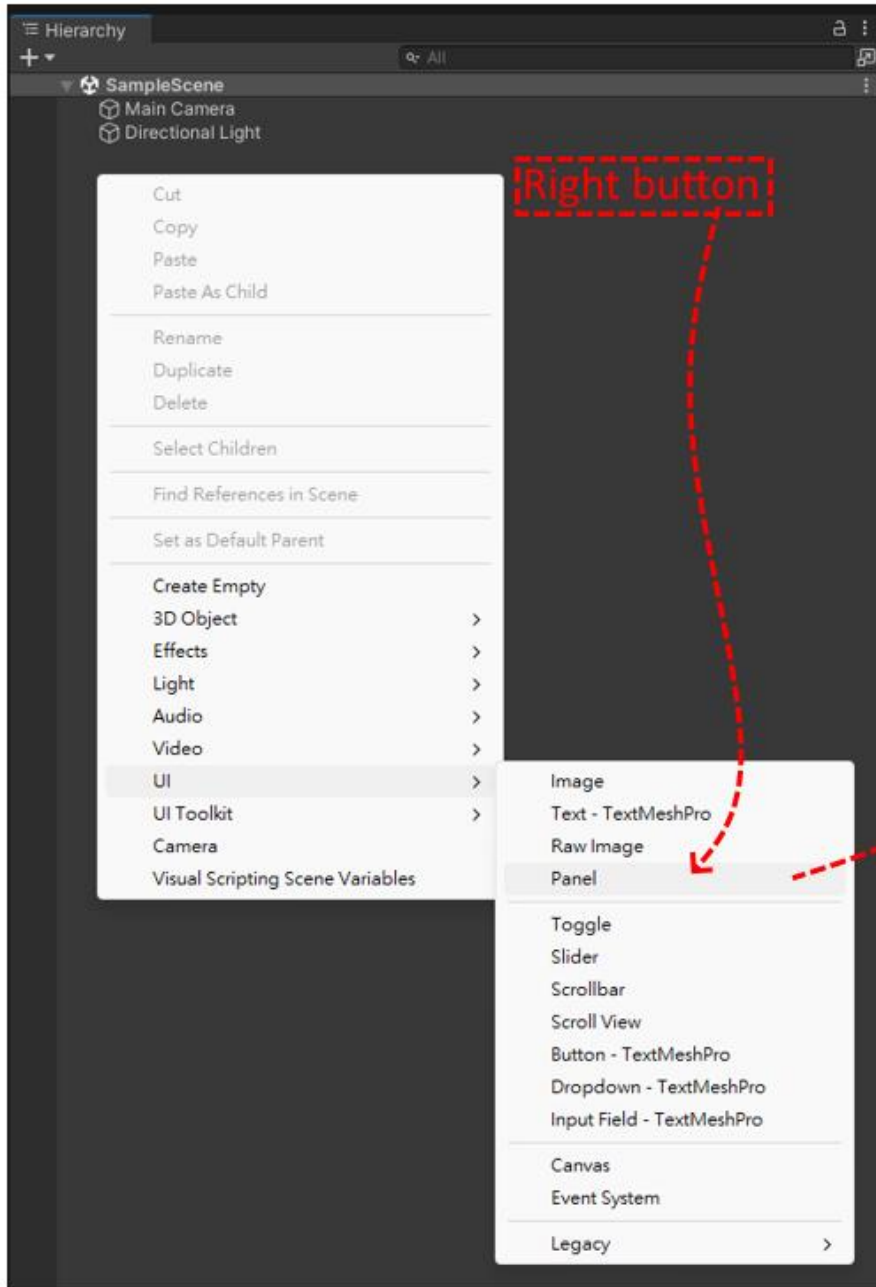


New Project View

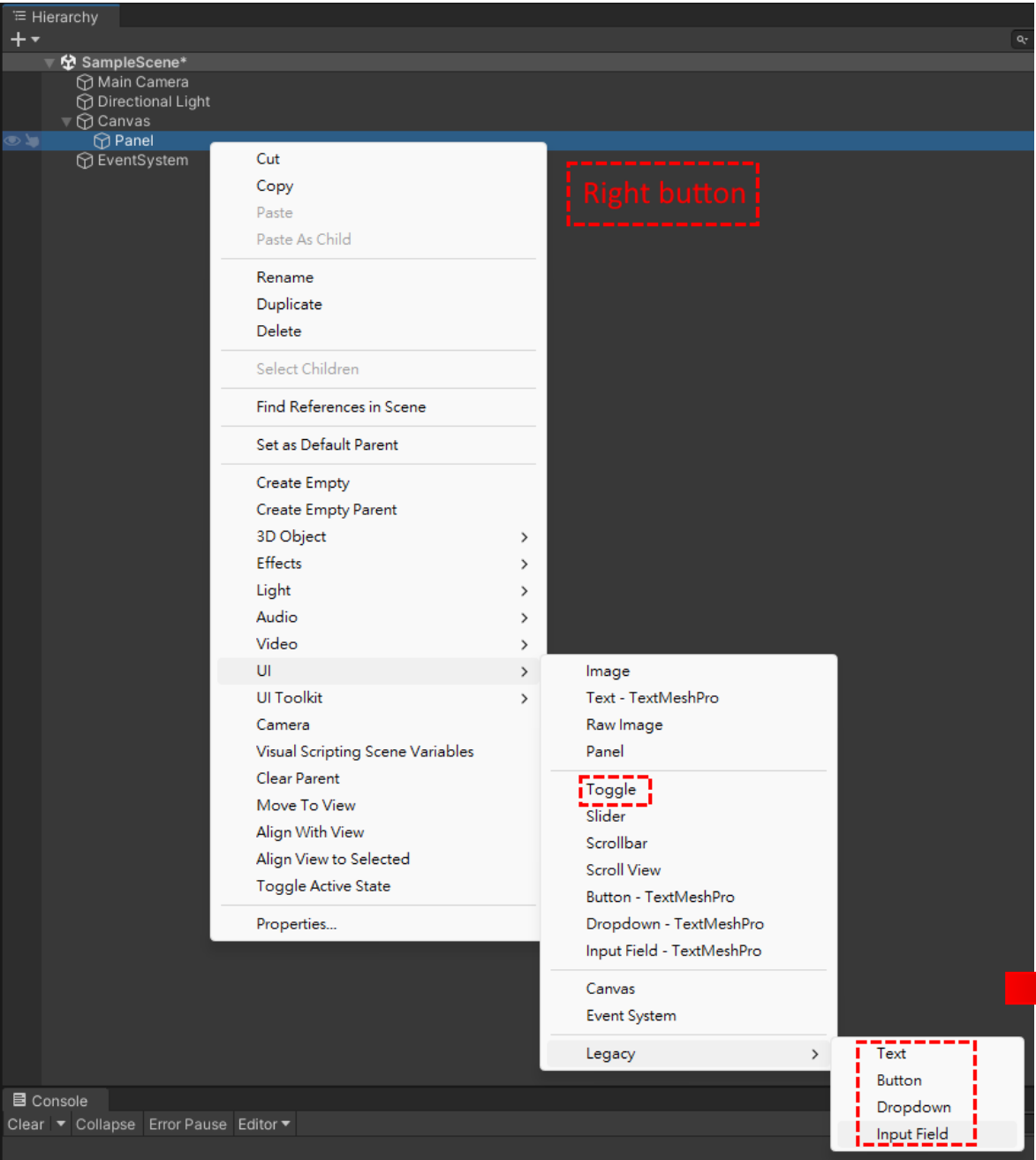


3.UI Design

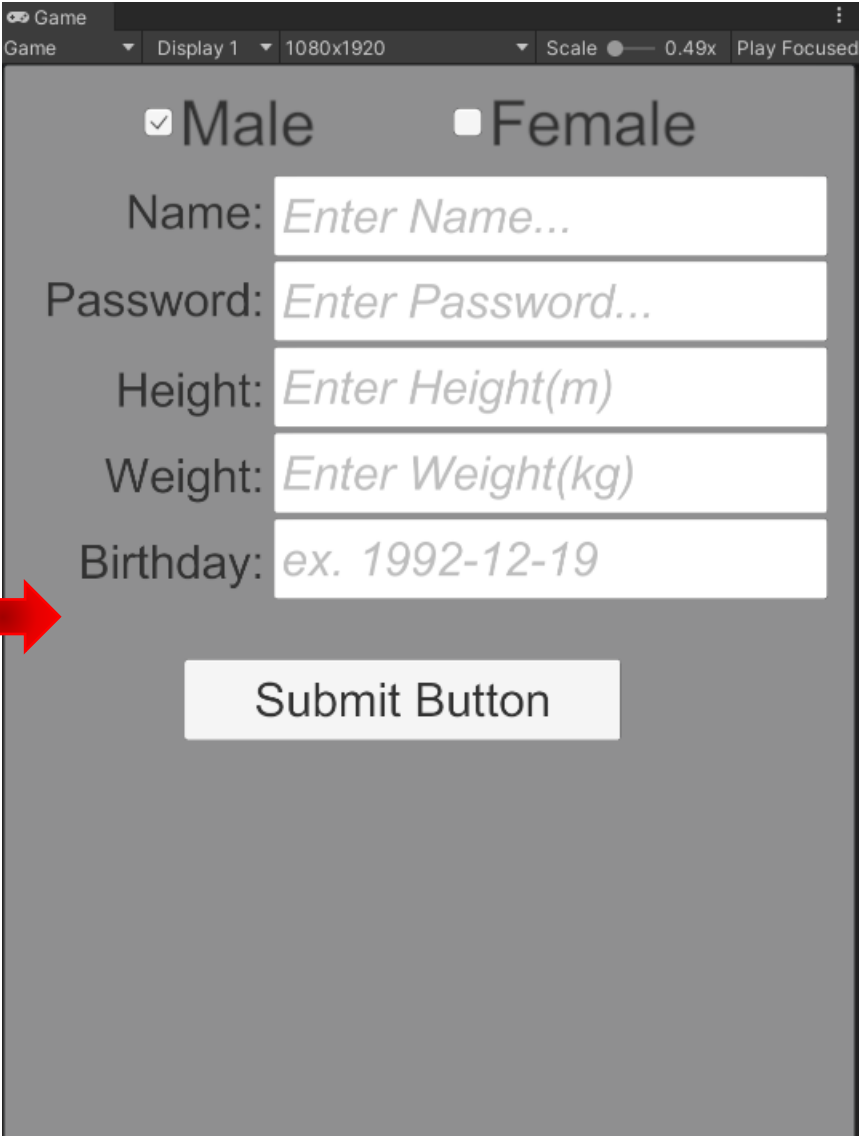
'Game' View is User Interface.



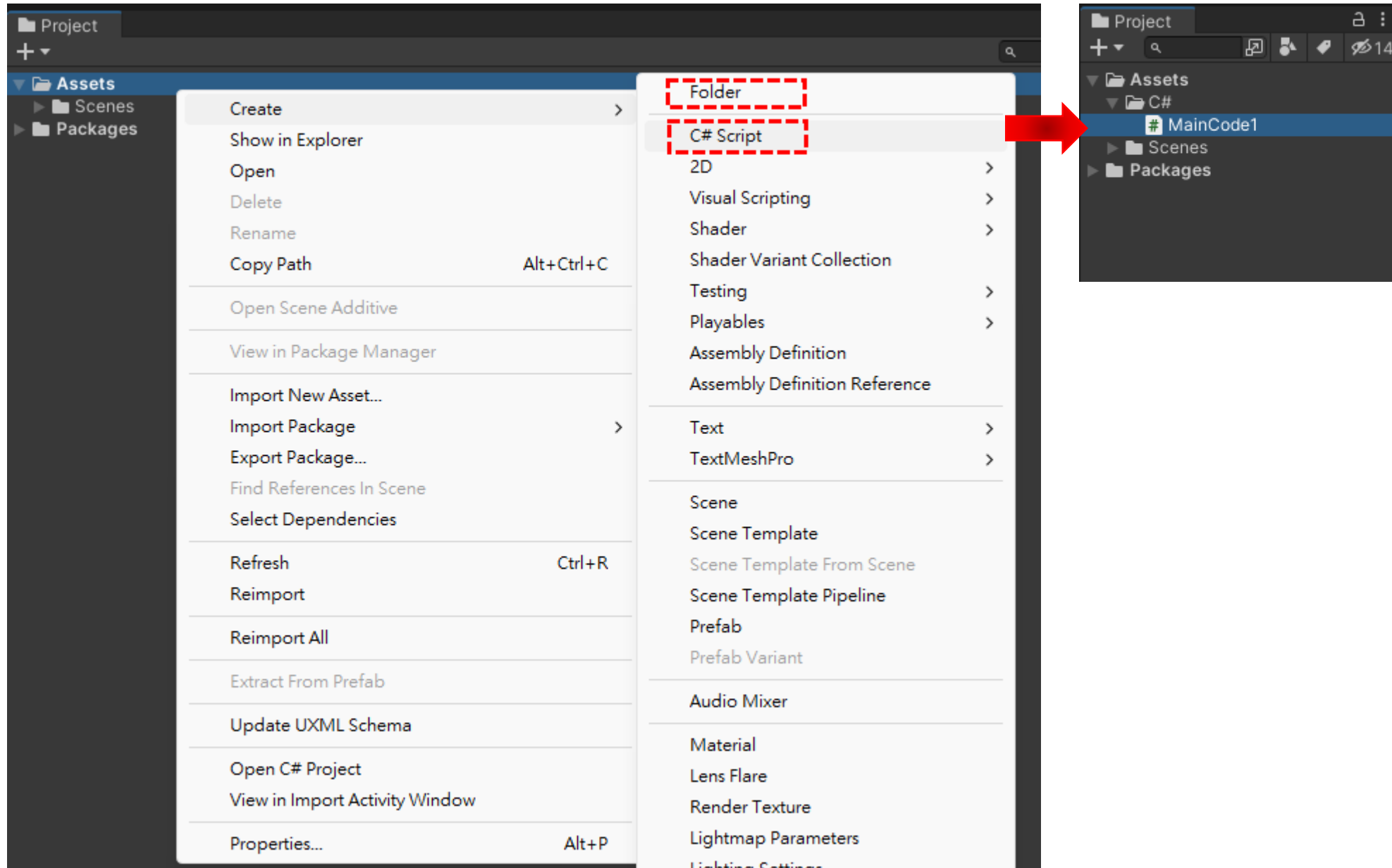
Add UI object in Hierachy.



See Game View to Design UI.



3.Add C# Code in Assets



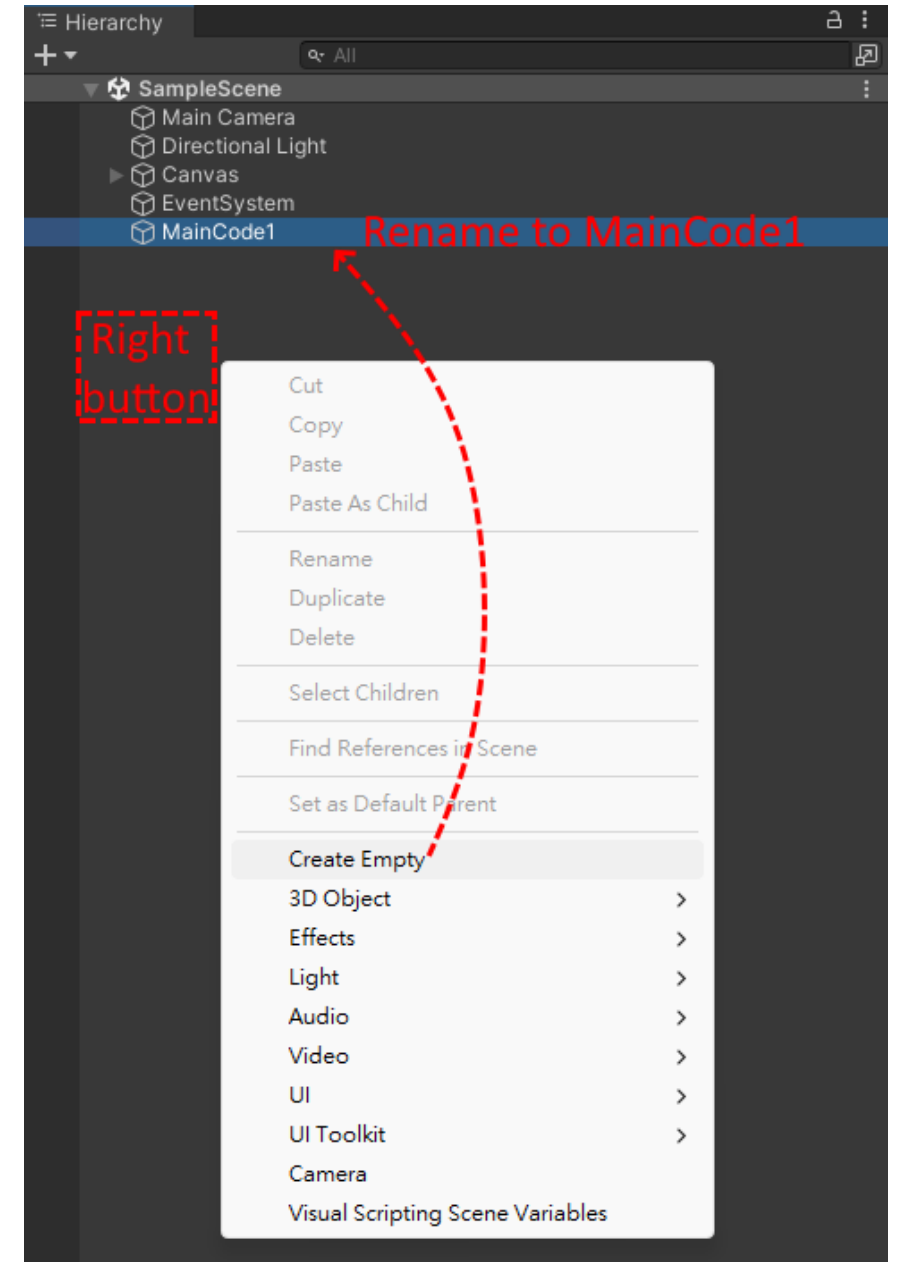
4. Write C# Code & Setting Code Object

Setting public object parameters.

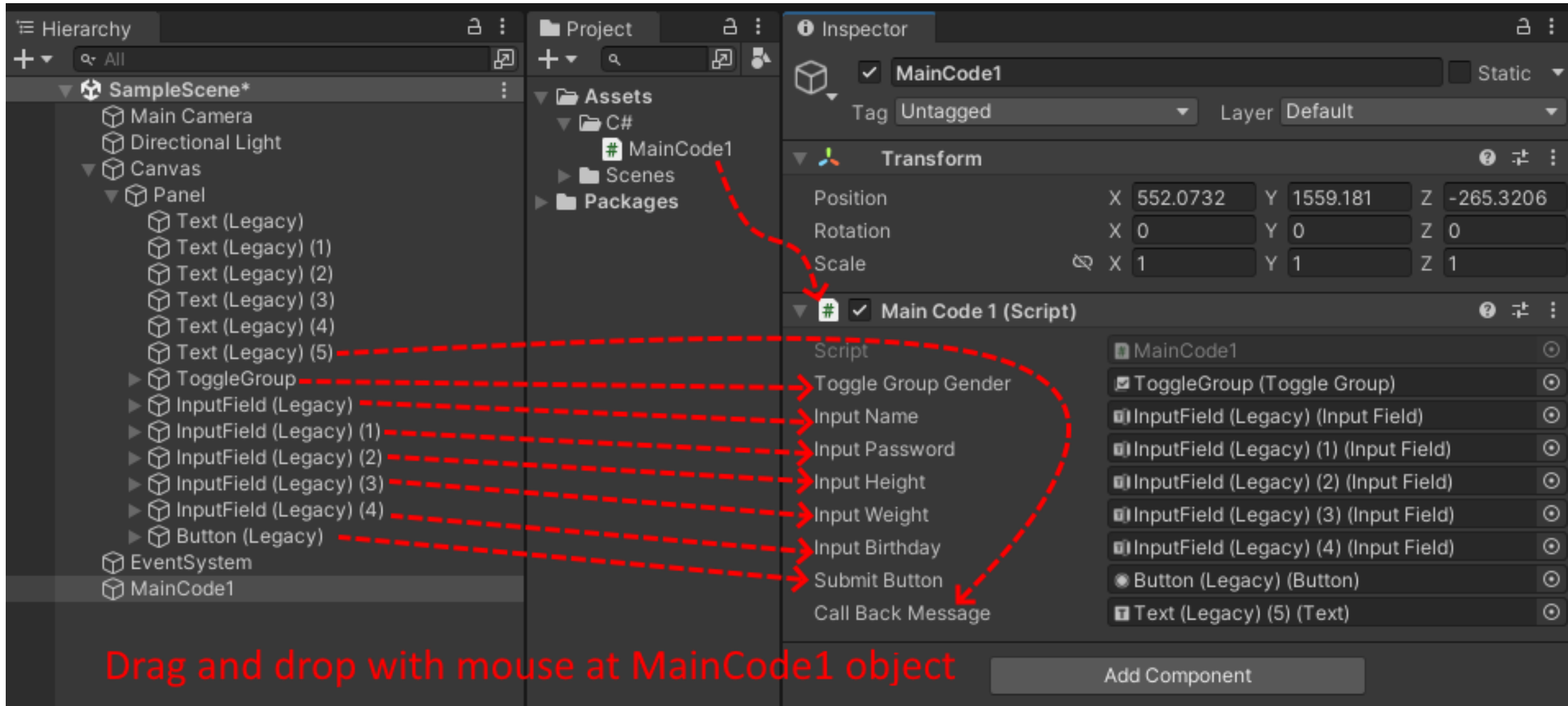
```
MainCode1.cs [X]
Assembly-CSharp MainCode1

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.UI;
5
6  // Unity 指令碼 (1 個資產參考) | 0 個參考
7  public class MainCode1 : MonoBehaviour
8  {
9      public ToggleGroup ToggleGroupGender;
10     public InputField InputName, InputPassword, InputHeight, InputWeight, InputBirthday;
11     public Button SubmitButton;
12     public Text CallBackMessage;
13     // Start is called before the first frame update
14     // Unity Message | 0 個參考
15     void Start()
16     {
17         // Update is called once per frame
18         // Unity Message | 0 個參考
19     void Update()
20     {
21     }
22 }
```

```
public ToggleGroup ToggleGroupGender;
public InputField InputName, InputPassword, InputHeight, InputWeight, InputBirthday;
public Button SubmitButton;
public Text CallBackMessage;
```



Setting Code and public object reference.

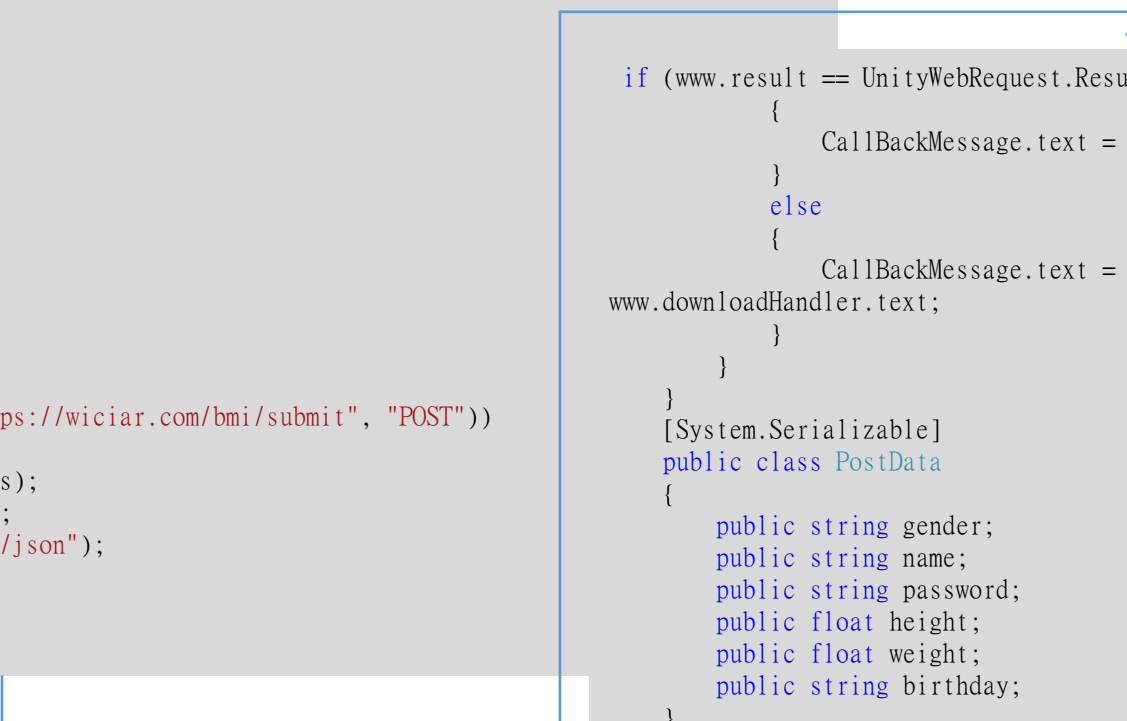


4. Write C# Function Code

```
public ToggleGroup ToggleGroupGender;
public InputField InputName, InputPassword, InputHeight, InputWeight, InputBirthday;
public Button SubmitButton;
public Text CallBackMessage;
public void PostCode()
{
    string gender = ToggleGroupGender.GetFirstActiveToggle().name;
    string name = InputName.text;
    string password = InputPassword.text;
    float height = float.Parse(InputHeight.text);
    float weight = float.Parse(InputWeight.text);
    string birthday = InputBirthday.text;

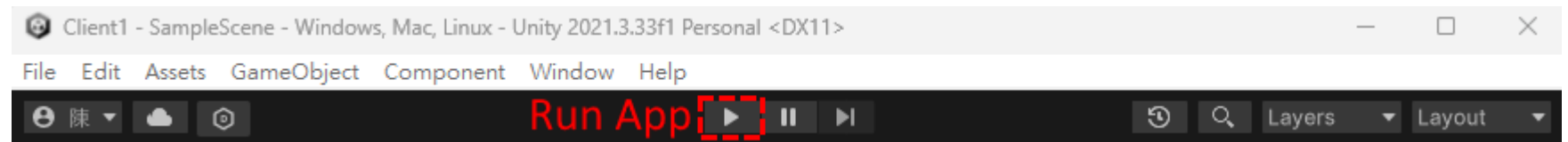
    StartCoroutine(PostToServer(gender, name, password, height, weight, birthday));
}
IEnumerator PostToServer(string gender, string name, string password, float height, float weight, string birthday)
{
    string jsonData = JsonUtility.ToJson(new PostData
    {
        gender = gender,
        name = name,
        password = password,
        height = height,
        weight = weight,
        birthday = birthday
    });
    // change UTF8 of byte[]
    byte[] jsonBytes = Encoding.UTF8.GetBytes(jsonData);
    // Build UnityWebRequest
    using (UnityWebRequest www = new UnityWebRequest("https://wiciar.com/bmi/submit", "POST"))
    {
        www.uploadHandler = new UploadHandlerRaw(jsonBytes);
        www.downloadHandler = new DownloadHandlerBuffer();
        www.SetRequestHeader("Content-Type", "application/json");

        yield return www.SendWebRequest();
    }
}
```



```
if (www.result == UnityWebRequest.Result.Success)
{
    CallBackMessage.text = "Success : " + www.downloadHandler.text;
}
else
{
    CallBackMessage.text = CallBackMessage.text + "error : " +
    www.downloadHandler.text;
}
}
[System.Serializable]
public class PostData
{
    public string gender;
    public string name;
    public string password;
    public float height;
    public float weight;
    public string birthday;
}
}
```

5.Run App



Request Success...

☐ Male ☒ Female

Name:

Password:

Height:

Weight:

Birthday:

Success: {"message": "Your AGE=25,BMI=13.2,Too thin."}

Request Success, but Password Error...

☐ Male ☒ Female

Name:

Password:

Height:

Weight:

Birthday:

error: {"message": "password error!"}