Internet Checker

1) Add InternetChecker.cs to any GameObject.

2) Add listener in any script. as below:

       InternetChecker.MyInternet += MyListener;

       InternetChecker.ICInstance.StartInternetCheck ();

3) Add method of listener

```
public void MyListener(bool isInternetAvailable)
        {
                if (isInternetAvailable)
                {
                        Debug.Log ("Internet is Available");
                }

                else if (!isInternetAvailable)
                {
                        Debug.Log ("Internet is not Available");
                }
        }
```

If isInternetAvailable bool is true then Internet is Available or false Internet is not Available.