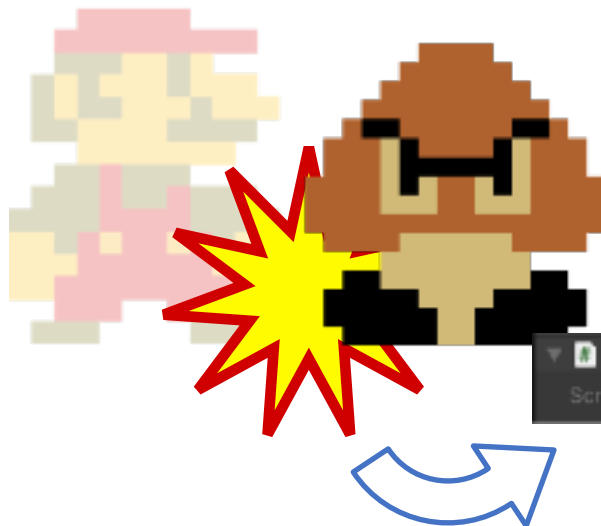# GO Identification: Find script/component
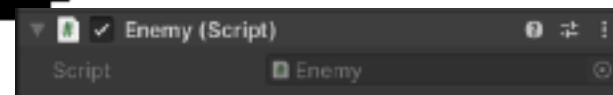
GetComponent

TryGetComponent

GetComponentIn
Children/Parents

```
private void OnCollisionEnter2D(Collision2D other)
{
    if(other.gameObject.TryGetComponent(out Enemy enemy))
    {
        enemy.Jump();
    }
}
```

We now know the object is an Enemy because it has the Enemy.cs script on it

Enemy (Script)

Script   Enemy

GO Identification: Tags

Tags

GameObject.
CompareTag

```
// Identify collided object by tag

void OnCollisionEnter2D(Collision2D other)
{
    if(other.gameObject.CompareTag("Enemy")){} // do this
    if(other.gameObject.tag == "Enemy"){} // don't do this
}
```