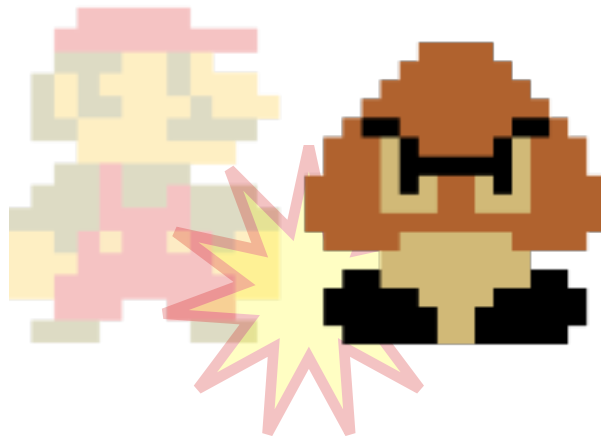


# GO Identification: Use-cases

## OnCollisionEnter2D

```
// Reference collided GameObject  
  
void OnCollisionEnter2D(Collision2D other)  
{  
    // store a reference to collided object  
    GameObject g0 = other.gameObject;  
}
```



We've identified that this is  
a GameObject  
(But we don't yet know  
what *kind* of GameObject)



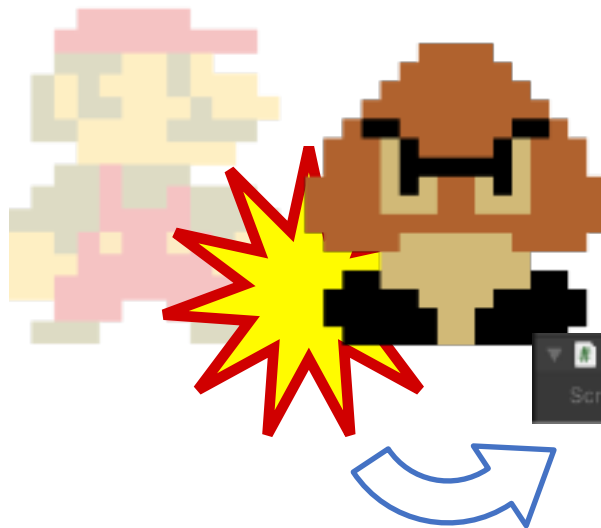
# GO Identification: Find script/component

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

