一个任务 分阶段完成 。

按顺序完成 弱干个 问题。

```csharp
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.Events;
//逐步进行
public class FristStep :WWWItem
{
    UnityAction<float> callBack;
    public FristStep(UnityAction<float> callBack)
    {
        this.callBack = callBack;
    }


    public override IEnumerator DownLoad()
    {
        for (int i = 0; i < 10; i++)
        {
            callBack(i / 10.0f);
            //等待一帧
            yield return new WaitForEndOfFrame();
        }
    }
}



public class SecondStep : WWWItem
{
    public override IEnumerator DownLoad()
    {
        for (int i = 0; i < 20; i++)
```

```
        {
            Debug.Log("i===" + i);
            //等待一帧
            yield return new WaitForEndOfFrame();
        }
    }
}
```