Week One Exercise

With unity script there is a good way to layout your code is it:

```
if (Input.GetKeyDown(KeyCode.E))

        {

                transform.position.z = -14.7758f;

        }

        OR

if (Input.GetKeyDown(KeyCode.E)) {transform.position.z = -14.7758f;}
```

And why is that layout better

The answer:

 A is the answer because it a lot easier to understand, especially if you have an error you can easily see where the error is and you can correct it.