C# scripts have a certain structure that has to be followed in order to create working lines of code.   Namespaces (like UnityEngine) are collections of types drawn from other namespaces that have already been created that we can use to build our code. Classes, or in other words our script, holds the specific functions, statements, and comments we create.  Functions hold the instructions for a specific part of the script, or the statements,  and carries out actions. Statements are single lines of code that are simple instructions. A block of code is a series of code that is grouped together. Comments created using // are for one line, while comments beginning with /* and ending with */ are for multiple lines.