```
// Create OneShotTrigger, myReset, CounterTrigger, SequenceTrigger, RandomTrigger
var myOneShotState = true;
var myCounter = 1;
var mySequence = 0;
var myRandom = 0.0;
var myInteger = 0;

function OnTriggerEnter(myTrigger : Collider)
{
        //if (myTrigger.gameObject.name == "T_01")
        //print("T_01");

        if (myTrigger.gameObject.name == "OneShotTrigger")
        {
                if (myOneShotState)
                {
                        print("OneShotTrigger");
                        myOneShotState = false;
                }
        }

        if (myTrigger.gameObject.name == "myReset")
        {
                print("myReset");
                myOneShotState = true;
        }

        if (myTrigger.gameObject.name == "CounterTrigger")
        {
                print("Count = " + myCounter);
                myCounter++;
                if (myCounter > 10)
                        myCounter = 1;
        }

        if (myTrigger.gameObject.name == "SequenceTrigger")
        {
                print("Sequence = " + mySequence);
                mySequence++;
                        switch (mySequence)
                        {
                                case 1 : print("This is from count 1.");
                                                        print("A lot of cool stuff happens here.");
```

```csharp
                                break;
                case 2 : print("This is from count 2.");
                                print("More cool stuff happens here.");
                                break;
                case 3 : print("This is from count 3.");
                                print("My stuff happens here.");
                                print("My stuff also happens here.");
                                break;
                default : print("We defaulted.");
            }
            if(mySequence > 5)
                mySequence = 0;
    }

    if (myTrigger.gameObject.name == "RandomTrigger")
    {
        myRandom = Random.value * 10;
        myInteger = (Mathf.FloorToInt(myRandom));
        print(myInteger);
    }
}
```