Name: Nidhi Singh

UID: 23BCS80101

## Virtual Reality Tours

Code

RiskReductionPreviewManager.cs

```csharp
using UnityEngine;

using UnityEngine.UI;

using UnityEngine.Video;


public class RiskReductionPreviewManager : MonoBehaviour
{
    [Header("UI Elements")]

    public VideoPlayer previewVideoPlayer; // Video player for 360° previews

    public Text destinationNameText; // Text to display the destination name

    public Text descriptionText; // Text to display the description

    public Text userReviewsText; // Text to display user reviews

    public GameObject playPreviewButton; // Button to start the preview
```

```csharp
[Header("Destination Data")]

public Destination[] destinations; // Array of destination data

private int currentDestinationIndex = 0;


void Start()

{

    if (destinations.Length > 0)

    {

        LoadPreview(currentDestinationIndex);

    }

}


public void LoadPreview(int index)

{

    // Ensure the index is within bounds

    if (index >= 0 && index < destinations.Length)

    {

        currentDestinationIndex = index;


        // Update the UI with destination details

        destinationNameText.text = destinations[index].name;
```

```csharp
        descriptionText.text = destinations[index].description;


        // Display user reviews

        userReviewsText.text = "User Reviews:\n" + string.Join("\n- ",
destinations[index].userReviews);


        // Load the preview video

        previewVideoPlayer.clip = destinations[index].videoClip;

    }

  }


  public void PlayPreview()

  {

    // Play the preview video

    if (previewVideoPlayer.clip != null)

    {

      previewVideoPlayer.Play();

    }

  }


  public void StopPreview()
```

```csharp
    {
        // Stop the preview video

        previewVideoPlayer.Stop();

    }


    public void NextPreview()

    {
        // Load the next destination

        int nextIndex = (currentDestinationIndex + 1) %
destinations.Length;

        LoadPreview(nextIndex);

    }


    public void PreviousPreview()

    {
        // Load the previous destination

        int prevIndex = (currentDestinationIndex - 1 + destinations.Length)
% destinations.Length;

        LoadPreview(prevIndex);

    }
}
```