

Code Examples

Event Action example

```
1. using UnityEngine;
2. using System;
3.
4. public class Bank : MonoBehaviour
5. {
6.     public event Action<float> OnMoneyValueChanged;
7.
8.     private float money;
9.     public float Money
10.    {
11.        get { return money; }
12.        private set
13.        {
14.            money = value;
15.            OnMoneyValueChanged?.Invoke(money);
16.        }
17.    }
18.
19.    public bool Transaction(float amount)
20.    {
21.        if ((Money + amount) < 0)
22.        {
23.            // Not Enough Funds
24.            return false;
```

```
25.    }  
26.  
27.    Money += amount;  
28.    return true;  
29. }  
30. }
```

Unity Event example

```
1. using UnityEngine;  
2. using UnityEngine.Events;  
3.  
4. public class DelegateExamples : MonoBehaviour  
5. {  
6.     [SerializeField] UnityEvent OnEventTriggered;  
7.  
8.     void Start()  
9.     {  
10.        OnEventTriggered.Invoke();  
11.    }  
12. }
```