**Documentation for the Image Detection Script**

**Goal -** This code is a basic example of using image recognition in Unity using the ARFoundation package.

**Steps:**

1. The code begins by importing the necessary packages, including System.Collections, System.Collections.Generic,UnityEngine,UnityEngine.XR, and UnityEngine.XR.ARFoundation.
2. Next, a class named "ImageRecognitionExample" is declared that inherits from the MonoBehaviour class, which is the base class for Unity scripts.
3. Inside the class, a private variable of type ARTrackedImageManager named "\_arTrackedImageManager" is declared. This will be used to access the ARTrackedImageManager component, which manages the tracking and detection of images in the AR environment.
4. The Awake() method is used to find and assign the ARTrackedImageManager component to the \_arTrackedImageManager variable.
5. The OnEnable() method is used to subscribe to the "trackedImagesChanged" event of the ARTrackedImageManager component. This event is triggered whenever the ARTrackedImageManager component detects a change in the image tracking status, such as the addition or removal of a tracked image.
6. The OnDisable() method is used to unsubscribe from the "trackedImagesChanged" event to prevent memory leaks and improve performance.
7. The OnImageChanged() method is the event handler for the "trackedImagesChanged" event. This method takes an ARTrackedImagesChangedEventArgs object as an argument, which contains information about the images that were added, updated, or removed since the last event.
8. Inside the OnImageChanged() method, a foreach loop is used to iterate over each added ARTrackedImage object in the ARTrackedImagesChangedEventArgs object. For each added image, the name of the trackedImage is printed to the console using the Debug.Log() method.

Overall, this script demonstrates the basics of image recognition in Unity using the ARFoundation package, including how to access the ARTrackedImageManager component, subscribe to the "trackedImagesChanged" event, and handle changes in the image tracking status.