

Variables

Thursday, December 31, 2020 3:59 PM

Variables: Think of them as boxes that hold information.

Three Required Components:

- **Access Modifier** (public, private)
- **Data Types** (int, float, string, bool)
- **Name**
- **Optional** - Value

```
public string myName;  
public int myAge;
```

Common Data Types

```
string stringVar = "Hello World"  
int intVar = 100;  
float floatVar = 90.9f;  
bool hasKey = false;
```

90% of all variables should be private.

Preface private variables with an underscore. myAge - **myAge**

Getters and Setters are recommended to be able to use variables in other scripts.

Utilize **[SerializeField]**.