

Namespaces

Tuesday, January 5, 2021 1:18 AM

- Organizational tool
- **using** keyword

A code library is a collection of different classes. Using a namespace gives access to those classes.

Ex. using UnityEngine

using UnityEngine.UI (Image, Text, etc.)

Using UnityEngine.SceneManagement (load scenes, etc.)

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  namespace WeaponPack
6  {
7      public class Weapon : MonoBehaviour
8  {
```

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