Sebastian Grygorczuk - STEM Institute at CCNY

Game Development Homework #4

Due End of Day: Monday, 7/25/22

Using the Project files at this GitHub link: https://github.com/Sgrygorczuk/Homework_4 to solve the problems listed in the images below.

Part 1: (2.5 pts)

```
public class Problem_1 : MonoBehaviour
{
    //Call your custom functions and print out the returns values of boxes 12,4 and 13.5f by 1.3f.
    Unity Message | 0 references
    void Start()
    {

    }

    //Part 1:
    //Create a function called Perimeter that takes in two parameters of int length and int width
    //Calculate the perimeter of the box and return the value as an int.


    //Part 2:
    //Overload the function by creating a float version of the same function
}
```

Part 2: (2.5 pts)

```
public class Problem_2 : MonoBehaviour
{
    //Call your function using an int[] array = new int[10]{1,2,3,4,5,6,7,8,9,10};
    //Your return values should be a List<int> that holds {1,3,5,7,9}
    Unity Message | 0 references
    void Start()
    {

    }

    //Create a function called OnlyOddOnes that takes in an int array as a parameter and returns
    //a List of integers that were odd inside the array

}
```

Part 3: (2.5 pts)

```
public class Problem_3 : MonoBehaviour
{
    //Call your function with no parameter and call it with "Game Dev is the best!"
    Unity Message | 0 references
    void Start()
    {

    }

    //Create a void function called Printer that takes in one string parameter.
    //Give this parameter a default value of "This is a default value"
    //Make the function print out the parameter.

}
```

Part 4: (2.5 pts)

```
//Connect this Script to Game Object Named Part_4,get the Transfom component
//of Part_4, Part_4_Child using either transform.Get or transform.Find and the
//transfrom of Part_4_GameObject using GameObject.Find
//Using transform.name pass the name and position values of each of the Game Objects
//to PrintOutNameAndPosition.
//You should have the results of Part_4, 0,0,0, Part_4_Child -5,-5,-5 and Part_4_GameObject, 5,5,5
Unity Message | 0 references
void Start()
{

}

//Prints out the name and the position of the variables
0 references
private void PrintOutNameAndPosition(string name, Vector3 pos)
{
    print(name + " " + pos);
}
```