

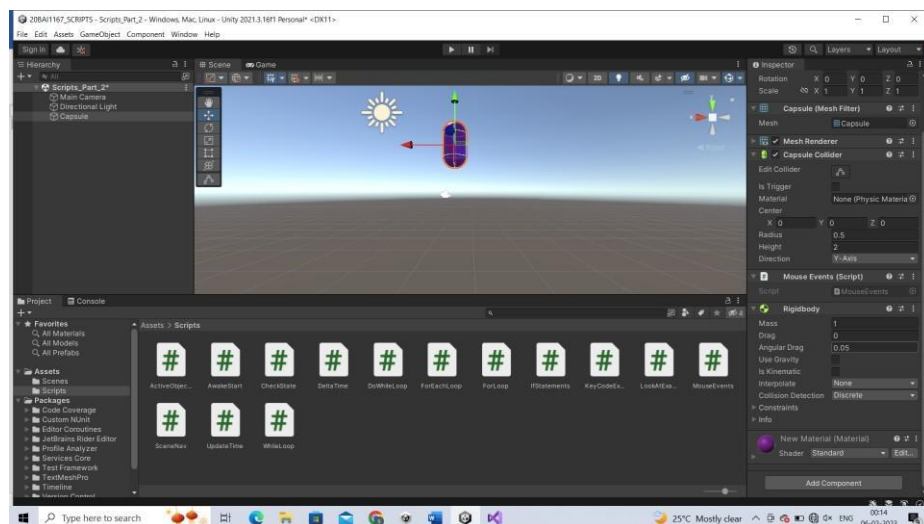
LAB 5

Sudharshanan Balaji
20BAI1242

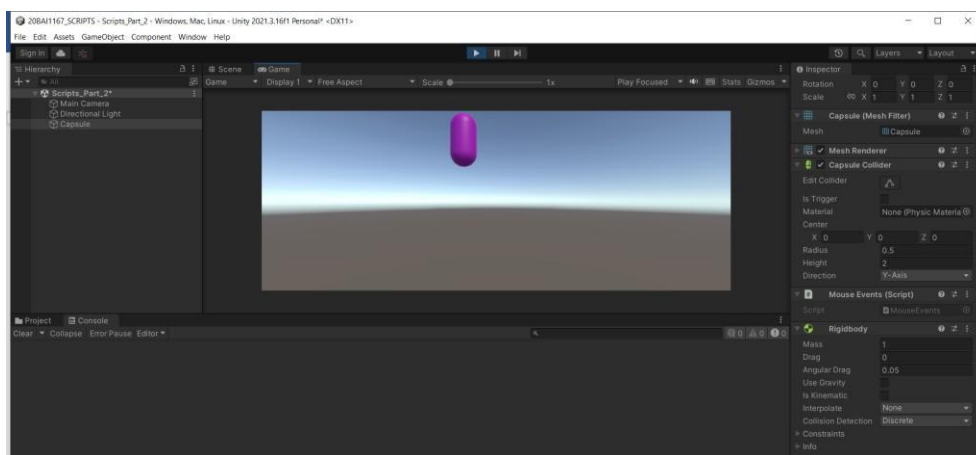
ON MOUSE DOWN & UP

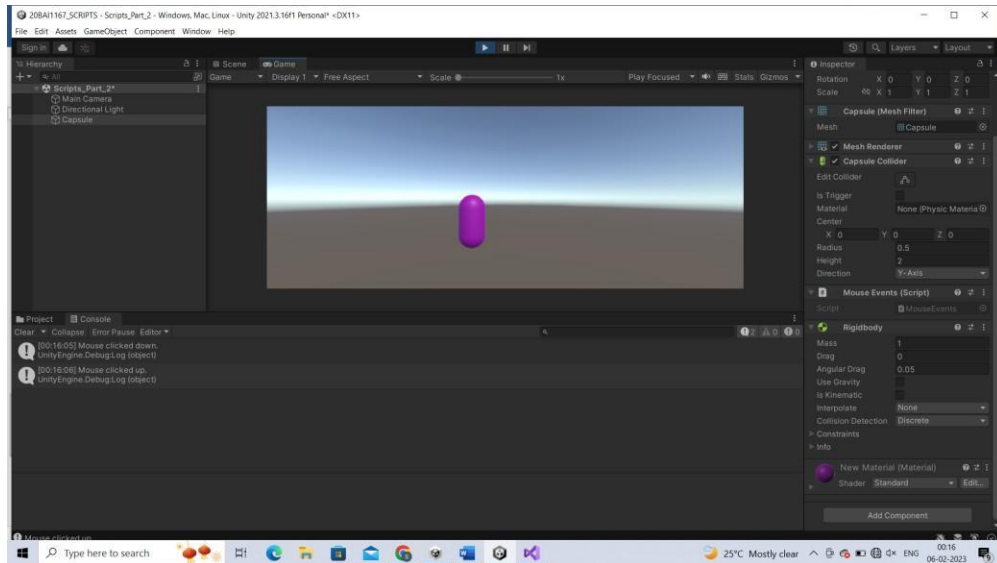
```
using System.Collections;
using System.Collections.Generic; using UnityEngine;

public class MouseEvents : MonoBehaviour {
// Start is called before the first frame update
    void OnMouseUp() {
        GetComponent<Rigidbody>().AddForce(transform.up*500f); Debug.Log("Mouse
clicked up.");
    }
    void OnMouseDown() {
        GetComponent<Rigidbody>().AddForce(-transform.up*500f);
Debug.Log("Mouse clicked down.");
    }
}
```



OUTPUT



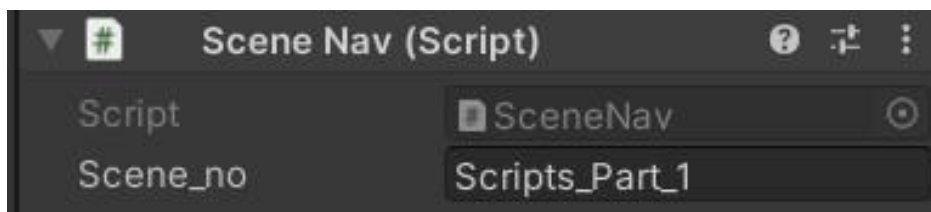


SCENE NAVIGATION

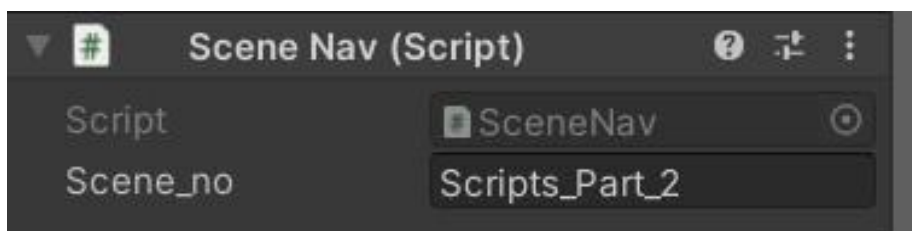
```
using System.Collections;
using System.Collections.Generic; using UnityEngine;
using UnityEngine.SceneManagement;

public class SceneNav : MonoBehaviour {
    public string scene_no; void OnMouseDown() {
        SceneManager.LoadScene(scene_no);
    }
}
```

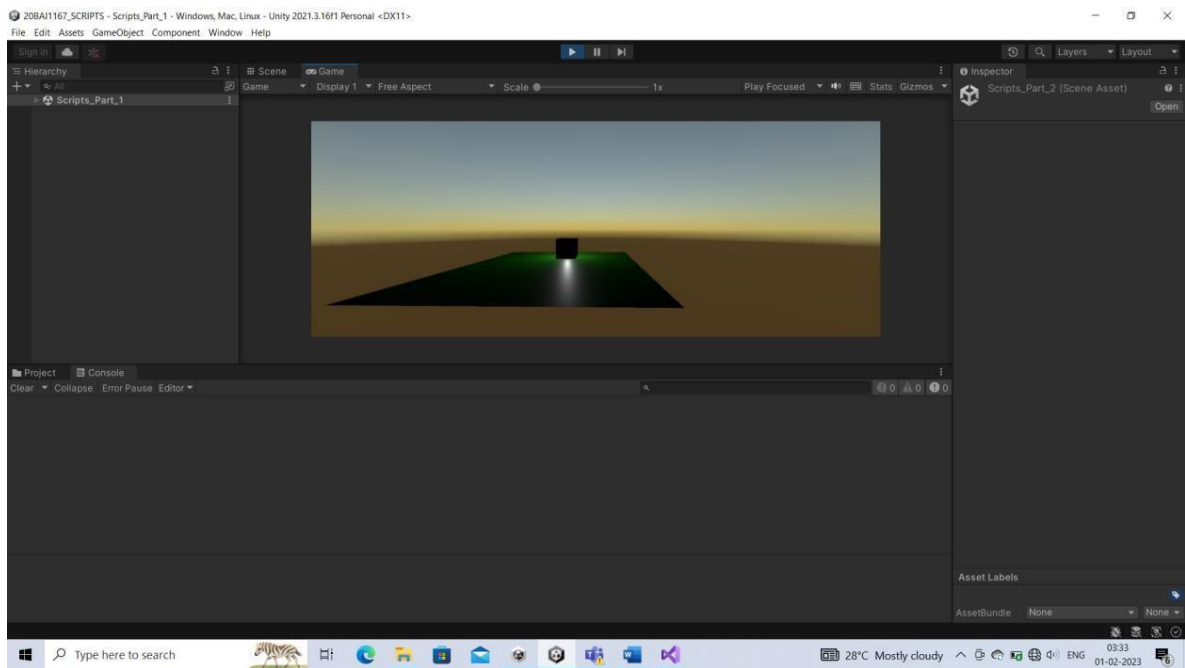
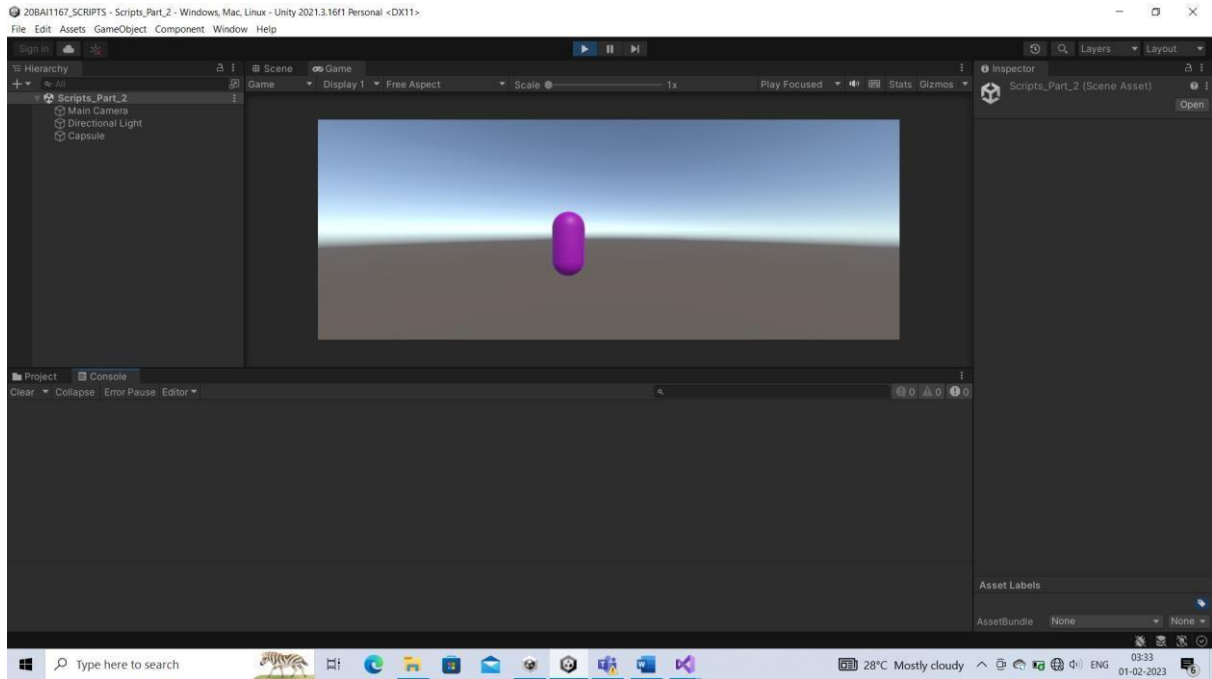
In Scripts_Part_2 object



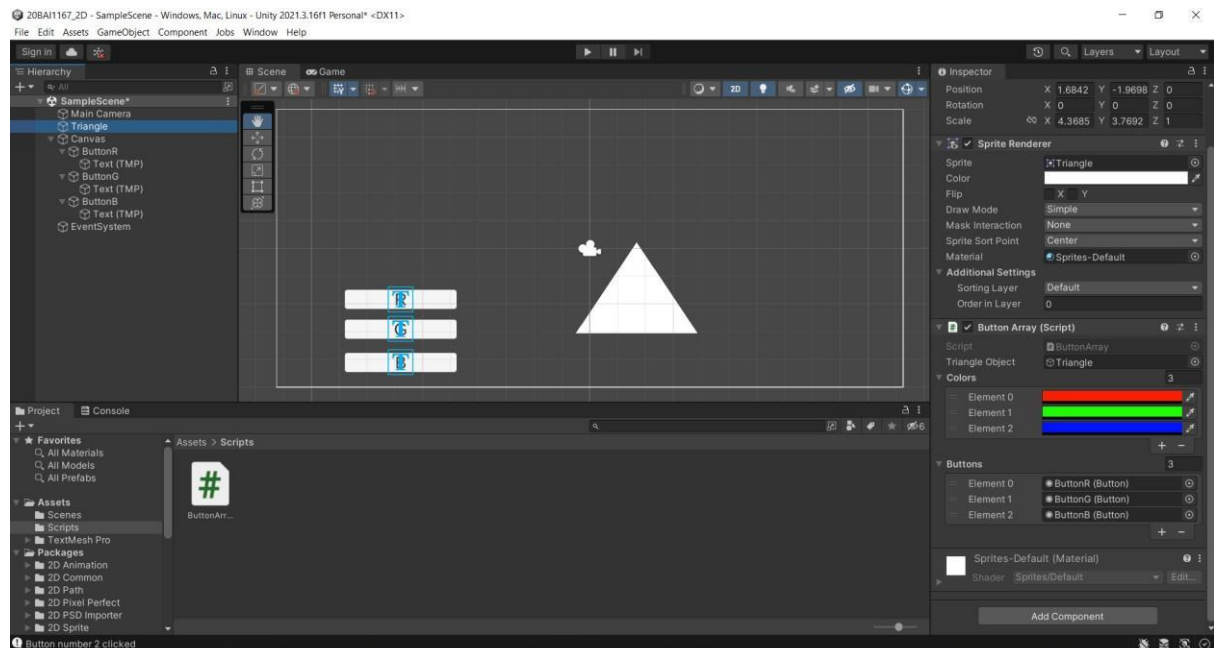
In Scripts_Part_1 object



OUTPUT



BUTTON ARRAYS



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine.UI;
using UnityEngine;

public class ButtonArray : MonoBehaviour {
    public GameObject triangleObject; public Color[] colors;
    public Button[] buttons;

    void Start() {
        for (int i = 0; i < buttons.Length; i++) {
            int index =i;
            buttons[i].onClick.AddListener(() => OnButtonClick(index));
        }
    }

    public void OnButtonClick (int colorIndex)
    {
        if (triangleObject != null && colorIndex >= 0 && colorIndex <
colors.Length) {
            SpriteRenderer sr = triangleObject.GetComponent<SpriteRenderer>();
            if (sr != null) {
                colors[colorIndex].a = 1; sr.color = colors[colorIndex];
                Debug.Log("Button number "+colorIndex+" clicked");
            }
        }
    }
}
```

OUTPUT

