Adam Meredith
9 - 4 - 2015

Variables and Functions

/// In most if not all computer programming languages, one needs to declare the variables they
/// will be using for any script. Variables are symbolic types that store different values which can
/// be referred to throughout the rest of the code.

/// Here we need to declare our variables. There are many different types and they store different
/// types of information.

private int testNumber; ///Floats contain integer value
private bool weAreEven; ///Bools are either true or false

/// Functions are the basis to which our code will run. If it's not inside of a function, it will rarely do /// anything.
void Update () /// In Unity, we are given a n Update function, which runs all the code stored in /// the brackets every frame of our game's runtime
```
    {
    testNumber += 1; /// Every frame we will increase our testNumber by 1

    /// Every frame we will run a check to see if our number is even or not.
    weAreEven = checkEven(testNumber);
    }


private bool CheckEven(int numberToCheck) /// Arbitrary bool which takes integer information
    {
    bool evenGuy = false;
    if (numberToCheck % 2 == 0)
        {
        evenGuy = true;
        }
    return evenGuy;
    }
```