DemoScript C#:

using UnityEngine;

using System.Collections;

[System.Serializable]

public class DataClass {

public int myInt;

public float myFloat;

}

public class DemoScript : MonoBehaviour {

public Light myLight;

public DataClass[] myClass;

void Awake () {

int myVar = AddTwo(9,2);

Debug.Log(myVar);

}

void Update () {

if (Input.GetKeyDown ("space")) {

MyFunction ();

}

rigidbody.velocity = 10.0f;

}

void MyFunction () {

myLight.enabled = !myLight.enabled;

}

string AddTwo (int var1, int var2) {

int returnValue = var1 + var2;

return returnValue;

}

}

Link: <https://unity3d.com/learn/tutorials/modules/beginner/live-training-archive/coding-for-the-absolute-beginner>