Create a class named 'CoinCollector' for managing the collection of coins.

Inside the class:

- Declare a private variable 'apples' to track the number of collected apples.

- Declare a public variable 'appleText' of type TextMeshProUGUI for displaying the apple count.

Define a method called 'OnTriggerEnter' with a parameter 'other':

- Check if the collider's tag is "Apple".

- If true, increment the 'apples' count.

- Update the 'appleText' to display the current apple count.

- Destroy the collected apple GameObject.

End of the 'CoinCollector' class.