Game Programming, CS 38101

Discussion Questions 1

Provide Short answers to the question listed below, post each answers and the associated question on

the discussion board, and rate each your classmates answers to each question.

1. How does one declare a class variable in C#?

ANS>

class MyClass(){

public int age=0;

private string birthDate=”01/01/0001”;

};

2. Write a C# script for a game object to call the function foo(), every 10 seconds after the game

starts.

ANS>

public class tenSeconds : MonoBehaviour{

void start(){

InvokeRepeating(“foo”, 10, 10);

}

void foo(){

//do something

}

}

3. Write a c# fragement to change an object's texture, when the is store in the variable

objectvariable and the texture is stored in the variable mytexture.

ANS>

public class ExampleBehaviourScript : MonoBehaviour{

void Update() {

if (Input.GetKeyDown(KeyCode.X)){

GetComponent<Renderer>material.mainTexture = myTexture.objectvariable;

}

}

}

4. What c# fragment to add a new object, stored in the variable PrefaObject to Unity game at

position (x,y,0) with no rotation?

ANS>

Instantiate(PrefaObject, new Vector3(x, y, 0), Quaternion.identity);

5. Give a URL to a page that tells you how to find if the starting location for a new game object is

empty.

ANS>

https://answers.unity.com/questions/53747/finding-starting-position-of-a-game-object.html