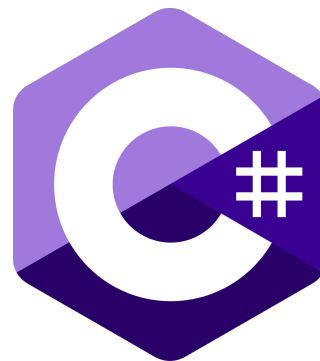


**Unity**



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# Topics

Mutable State (FSM, Health)

Higher Order Methods/ Callbacks (Unity library, C# foreach)

Data Types (Concrete/Abstract, Unity-specific)

Parsing

Lazy Evaluation

Evaluation Order (built into Unity)

Thank You