# The goal is to have menus display the input/output of the various scripts being tested.

Status Fixed:

Overview:

Declare:

// i/o Display

public Text iOText;

private string ioResultDisplay;

## IO Update function and scope:

// IO Display

void IOUpdate() {

float ioresult = result; // convert the string to a local var ioresult

if (add == true) {

ioResultDisplay = "The Sum is: ";

} else if (subtract == true) {

ioResultDisplay = "The Result is: ";

} else if (divide == true){

ioResultDisplay = "The Product is ";

}

iOText.text = ioResultDisplay + ioresult.ToString(); // loads display text

# The Code:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class Functions : MonoBehaviour {

// i/o Display

public Text iOText;

private string ioResultDisplay;

// Overload

public int integer;

public float[] arrayVals;

public bool add;

public bool subtract;

public bool divide;

public float valueA, valueB, result;

private void Start() {

DoSomething(ref integer);

DoSomething(arrayVals);

// Super Switcher

result = Divide(valueA, valueB);

print(result);

if (add == true) {

result = Sum(valueA, valueB);

}

if (subtract == true) {

result = Subtract(valueA, valueB);

}

if (divide == true) {

result = Divide(valueA, valueB);

}

IOUpdate();

}

public void SaySomething(string something) {

Debug.Log(something);

}

void Update() {

}

// sub for return output

void SubReturn() {

result = Sum(valueA, valueB);

print(result);

}

// Return types

float Sum (float a, float b) {

float value = a + b;

return value;

}

float Subtract (float a, float b) {

float result = a - b;

return result;

}

float Divide(float a, float b) {

if (b == 0) {

Debug.Log("Cannot divide by Zed.");

return 0;

} else {

float value = a / b;

return value;

}

}

// Overload functions passing by value and reference.

void DoSomething (ref int vee) { // passing by Type

vee += 3;

}

void DoSomething (float[] vee) { // passing by Reference

arrayVals[0] = 4.5f;

}

// IO Display

void IOUpdate() {

float ioresult = result;

if (add == true) {

ioResultDisplay = "The Sum is: ";

} else if (subtract == true) {

ioResultDisplay = "The Result is: ";

} else if (divide == true){

ioResultDisplay = "The Product is ";

}

iOText.text = ioResultDisplay + ioresult.ToString();

}

}