# Introduction to Programming C# Part 1

What are Scripts in Unity? Learn about the behavior component that is a Unity script, and how to Create and Attach them to objects. What are Variables and Functions, and how do they store and process information for us?

[Video - Scripts as Behaviour Components](https://youtu.be/Z0Z7xc18CcA)

[Video - Variables and Functions](https://www.youtube.com/watch?v=tGmnZdY5Y-E&feature=emb_rel_pause)

[Video - Conventions and Syntax](https://youtu.be/0mks0QaWCNQ)

# Exit Ticket