public class Math : MonoBehaviour {

    public int valueOne;

    public int valueTwo;

public int valueThree;

    private int result;

    // Use this for initialization

    void Start () {

        DoMath();

        DoMath2();

        DoMath3();

        DoMath4();

    }

    void DoMath (){

        result = valueOne + valueTwo + valueThree;

        print(valueOne + " + " + valueTwo + " + " + valueThree +" = " + result);

    }

    void DoMath2 (){

        result = valueOne – valueTwo - valueThree;

        print(valueOne + " - " + valueTwo + " - " + valueThree + " = " + result);

    }

    void DoMath3 (){

        result = valueOne \* valueTwo – valueThree;

        print(valueOne + " \* " + valueTwo + " \* " + valueThree + " = " + result);

    }

    void DoMath4 (){

        result = valueOne / valueTwo / valueThree;

        print(valueOne + " / " + valueTwo + " / " + valueThree + " = " + result);

    }

    }

    // Update is called once per frame

    //void Update () {

    //}

Math Operations,

First you set the access modifier as public,

Then we set the type as a int, in this integer you set the value name, the value will be changed in Unity,

After all the value name are set for the equation you set the DoMath that will be the name representing the equations.

The you void DoMath and then write the equation with either + - \* /

To write the equation you have to do result = than write the value the mathematic sign another value

After that you add print (value mathematic sign value equal result)

This will create a mathematical equesion.