

# Intro to Unity - code

# Steps

- Must have at least one GameObject to write code.
- Code is a component so it must be added to a GameObject (that is why at least one is needed).
- We are using C# (but JavaScript also works)
- MonoDevelop is the IDE that we will use (could use Notepad++)

# Code Generation Process

- Compile your code within the IDE (press f8)
- Play your movie to run the code

```
using UnityEngine;  
using System.Collections;
```

```
public class deltaX : MonoBehaviour {  
    public int counter;  
  
    void Start () {  
  
        counter = 0;  
        Debug.Log ("The value of counter is: "+ counter);  
    }  
  
    void Update () {  
        counter = 5;  
        Debug.Log("The counter variable  can also be changed here: "+counter);  
    }  
}
```

The value of the counter is: 0

The counter variable can also be changed here: 5

The counter variable can also be changed here: 5

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# Lab

- Write the necessary code so that sequential integers appear in the console window.
- The code should count forever.