

C#	
using	Include namespace
class	Define name
// comment	Comment: Same line
/* comment */	Comment: Multiple lines
private, protected, public	Access specifiers
bool	Variable: true or false
int	Variable: Integer number
float	Variable: decimal number
string	Variable: Text
null	Empty nothing
+ - * / % ++ --	Math functions
if(<i>condition</i>){ <i>code</i> }...else if(<i>condition</i>){ <i>code</i> }...else { <i>code</i> }	Conditional statements
== != > <	Relational operators
&&	Logical operators
switch(){case <i>var</i> : <i>code</i> break; default: <i>code</i> break;}	Similar to if conditional statement
Expression ? true: false;	Similar to if
while(condition){ <i>code</i> }	Loop: while
for(<i>init</i> ; <i>condition</i> ; <i>increment</i>) { <i>code</i> }	Loop: for
do{ <i>code</i> }while(<i>condition</i>)	Loop: do...while
int[] vars = new int[10];	Array wich contains 10 integers
vars[0] = 2;	Assign to an index of an array

C# (cont)

```
float[] vars = new  
int[2]{10f,20f};
```

Another array

Methods

```
public void DoSmth()  
{code}
```

Function
definition

```
private void Add(int num1,  
int num2){code}
```

Function with
parameters

```
private int Sum(){code  
return int;
```

Function with
return type

MonoBehaviour

Awake()	Called once before everything else
OnEnable()	When a GameObject becomes active
Start()	Called once after the Awake, before the Update
Update()	Called every frame. Use Time.deltaTime for time relevant code
FixedUpdate() ()	Called every fixed framerate frame. Used when dealing with Rigidbody.
Instantiate	Creates a copy of the original object
Destroy	Removes a gameobject, or component.
GetComponent < Type >()	Returns the component of <i>Type</i> if the game object has one attached
gameObject.transform.position	Vector3 Position of a GameObject
gameObject.transform.rotation	Quaternion rotation of a GameObject
Quaternion.Euler	Returns the quaternion of euler rotation

Other Components	
Collider	
OnCollisionEnter(2D)	Called when this collider/rigidbody has begun touching another rigidbody/collider
OnCollisionExit(2D)	Called when this collider/rigidbody has stopped touching another rigidbody/collider.
OnTriggerEnter(2D)	Called when this Collider other enters a trigger Collider.
OnTriggerExit(2D)	Called when this Collider other has stopped touching a trigger collider.
isTrigger	Triggers collision without physics
Physics.Raycast	Checks if there are colliders in a line
RigidBody	
isKinematic	Controls whether physics affects the rigidbody.
useGravity	Controls whether gravity affects this rigidbody.
AddForce	Applies a force of a vector to the rigidbody
AddTorque	Adds torque to the rigidbody
Other	
Input.GetKeyDown("Fire1")	Returns true or false for key
Lerp	Linear interpolation between values in time from 0 to 1
Mathf	Math functions