




Cornell Notes 	Topic/Objective: essentials of programming	Name:
		Class/Period:
		Date:

Essential Question:

Questions:	Notes:
Scripts	Scripts are used to manipulate what appears in the inspector window for any GameObject
camelCase	A naming thing where the first letter of every word is capitalized except for the first word
Default Script	Contains the basic lines of code necessary to start whatever project is being worked on
Unity scripting API	Defines the classes, methods, and properties you can use in your scripts
Error Detection	Highlights when something is coded incorrectly
Debug.Log	Print informational messages to debug your application
Code Completion	
Syntax highlight	Makes the code easier to read
Start function	Called when a script is enabled

Summary:

