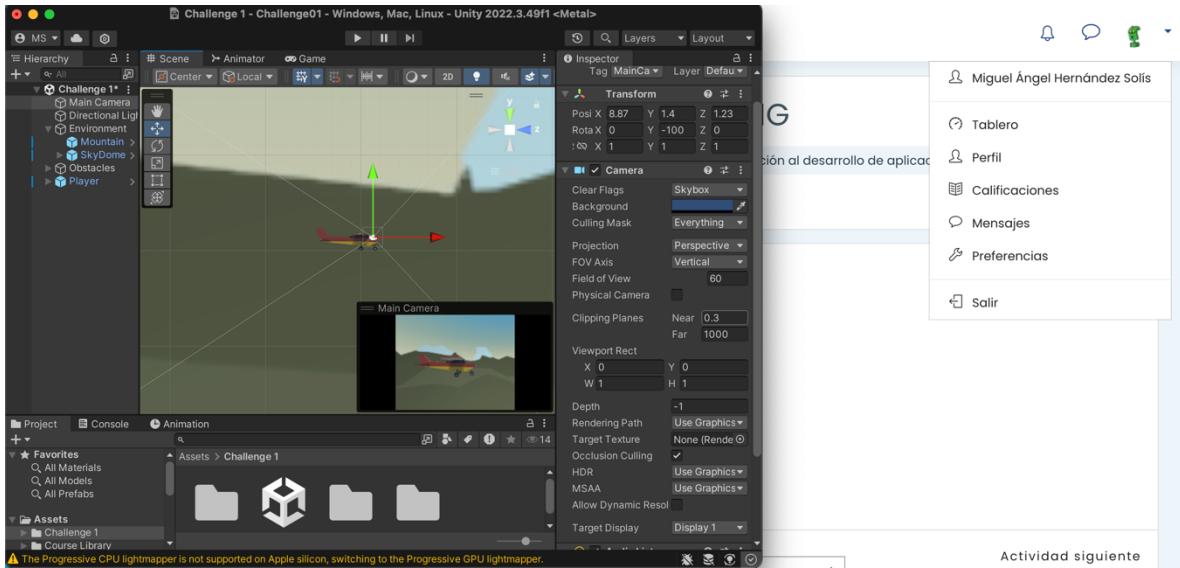
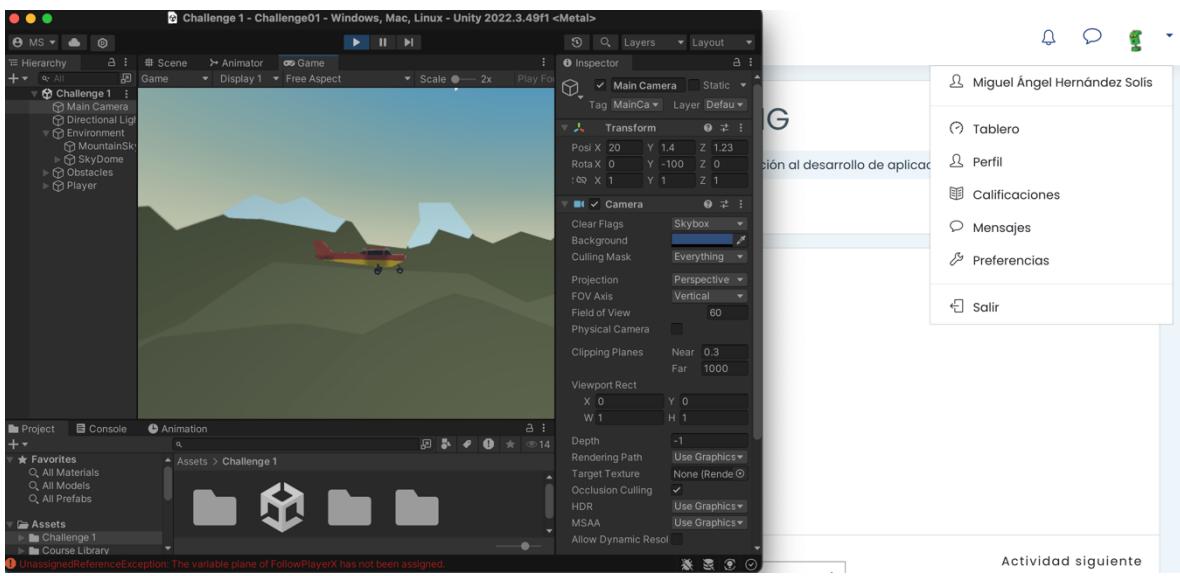


```
Assets > Challenge1 > Scripts > PlayerControllerX.cs
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerControllerX : MonoBehaviour
6  {
7      public float speed;
8      public float rotationSpeed;
9      public float verticalInput;
10
11     // Start is called before the first frame update
12     void Start()
13     {
14     }
15
16     // Update is called once per frame
17     void FixedUpdate()
18     {
19         // get the user's vertical input
20         verticalInput = Input.GetAxis("Vertical");
21
22         // move the plane forward at a constant rate
23         transform.Translate(Vector3.forward * speed);
24
25         // tilt the plane up/down based on up/down arrow keys
26         transform.Rotate(Vector3.right * rotationSpeed * Time.deltaTime);
27     }
28 }
29
30
```

```
Assets > Challenge1 > Scripts > PlayerControllerX.cs
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerControllerX : MonoBehaviour
6  {
7      public float speed;
8      public float rotationSpeed;
9      public float verticalInput;
10
11     // Start is called before the first frame update
12     void Start()
13     {
14     }
15
16     // Update is called once per frame
17     void FixedUpdate()
18     {
19         // get the user's vertical input
20         verticalInput = Input.GetAxis("Vertical");
21
22         // move the plane forward at a constant rate
23         transform.Translate(Vector3.forward * speed*Time.deltaTime);
24
25         // tilt the plane up/down based on up/down arrow keys
26         transform.Rotate(Vector3.right * rotationSpeed * Time.deltaTime);
27     }
28 }
29
30
```



Actividad siguiente

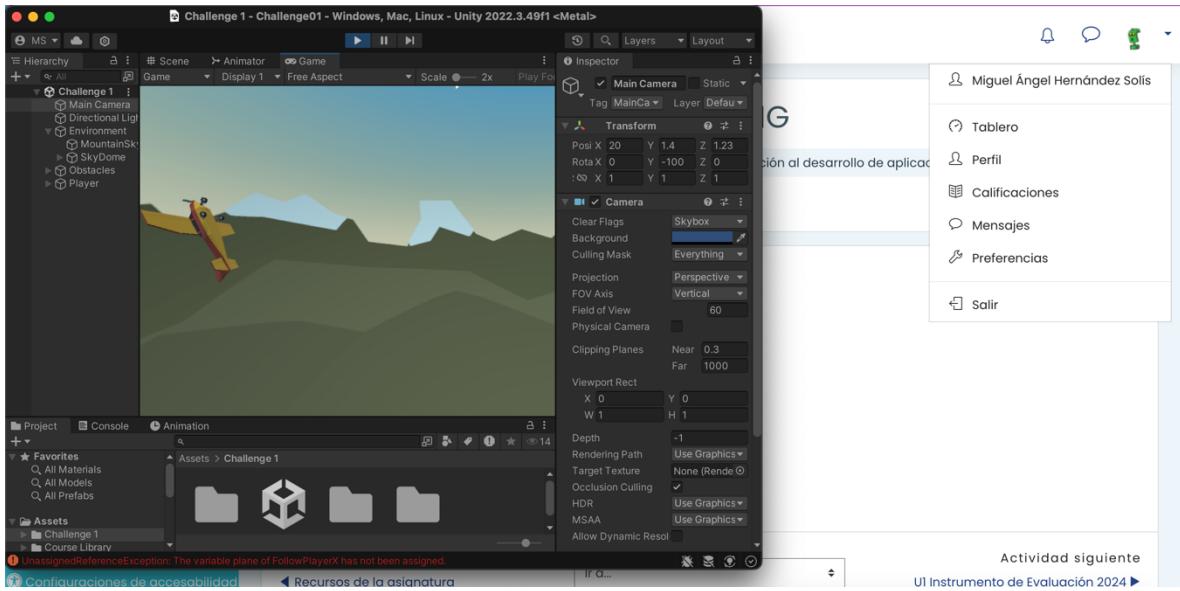


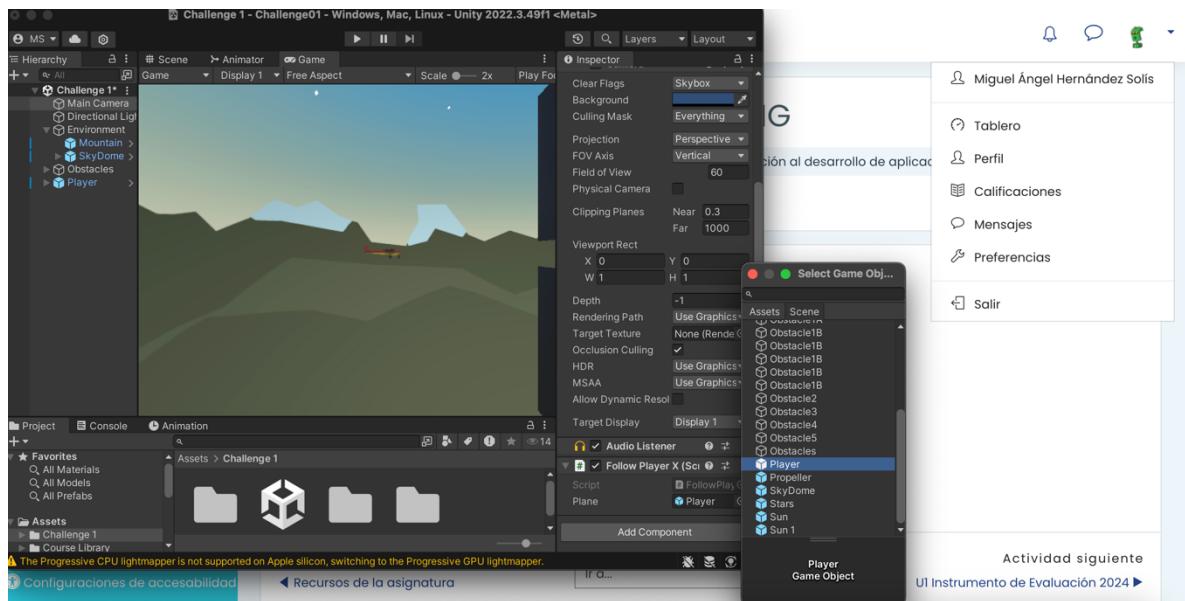
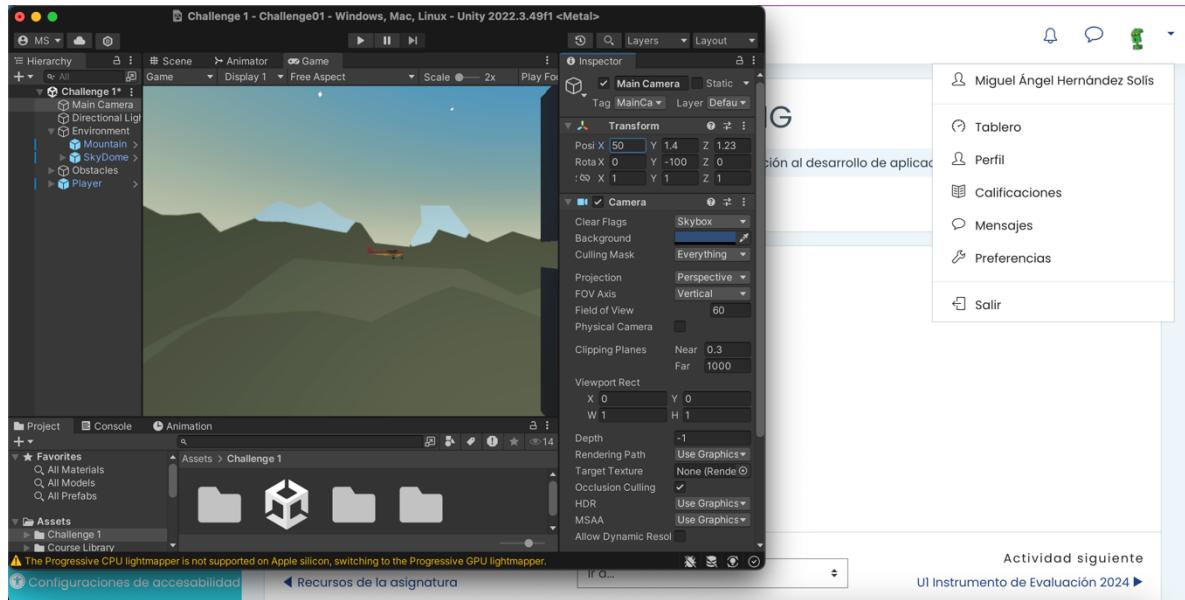
Actividad siguiente

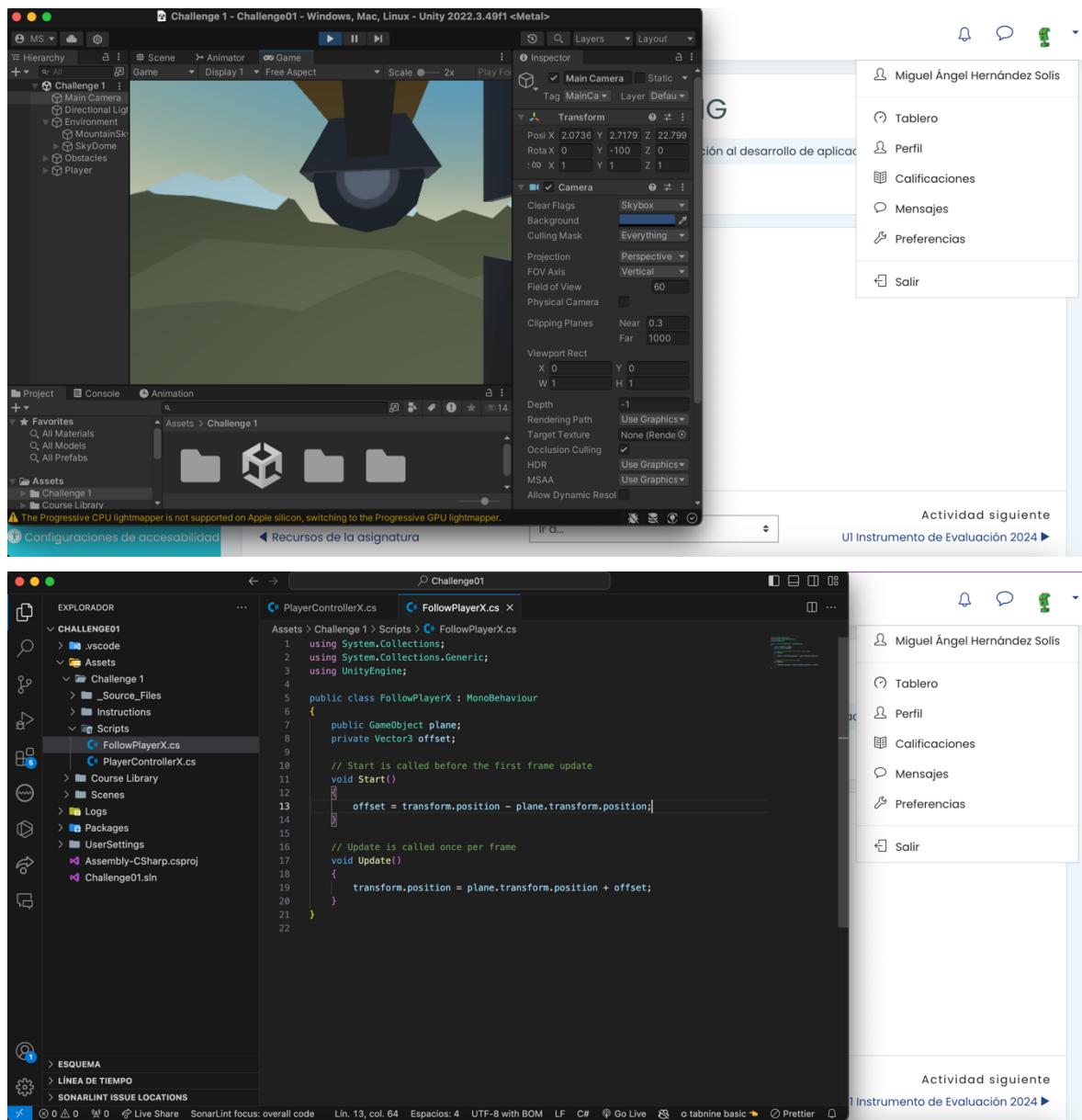
The screenshot shows a code editor window titled "Challenge01". The left sidebar displays a project structure for "CHALLENGE01" with "Assets", "Scripts", and specific files like "FollowPlayerX.cs" and "PlayerControllerX.cs". The main editor area shows the C# code for "PlayerControllerX.cs".

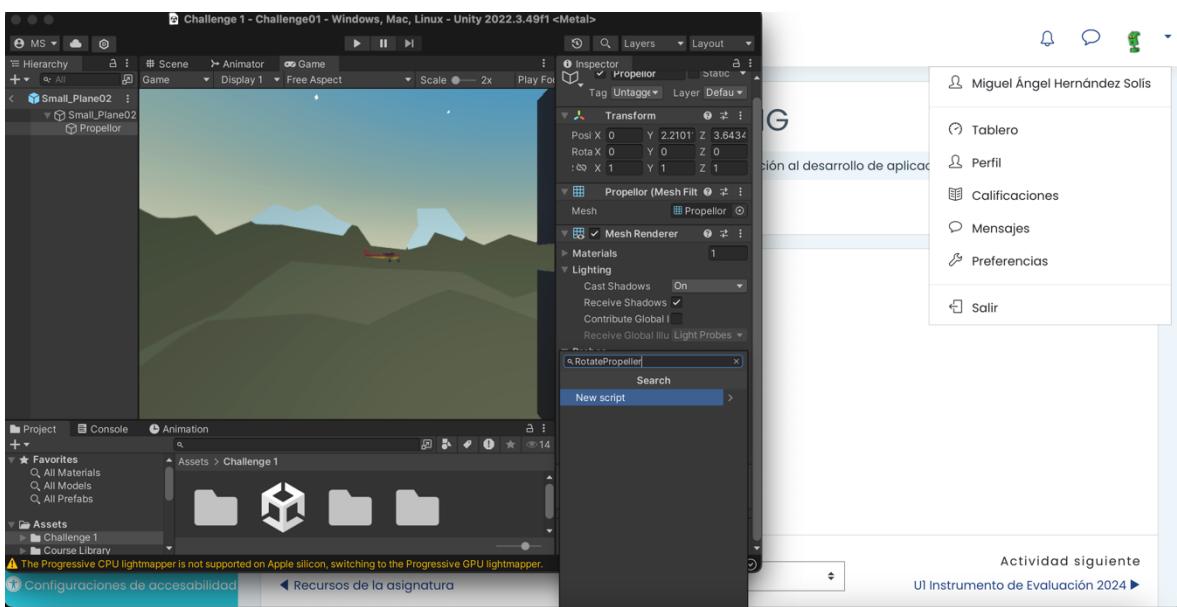
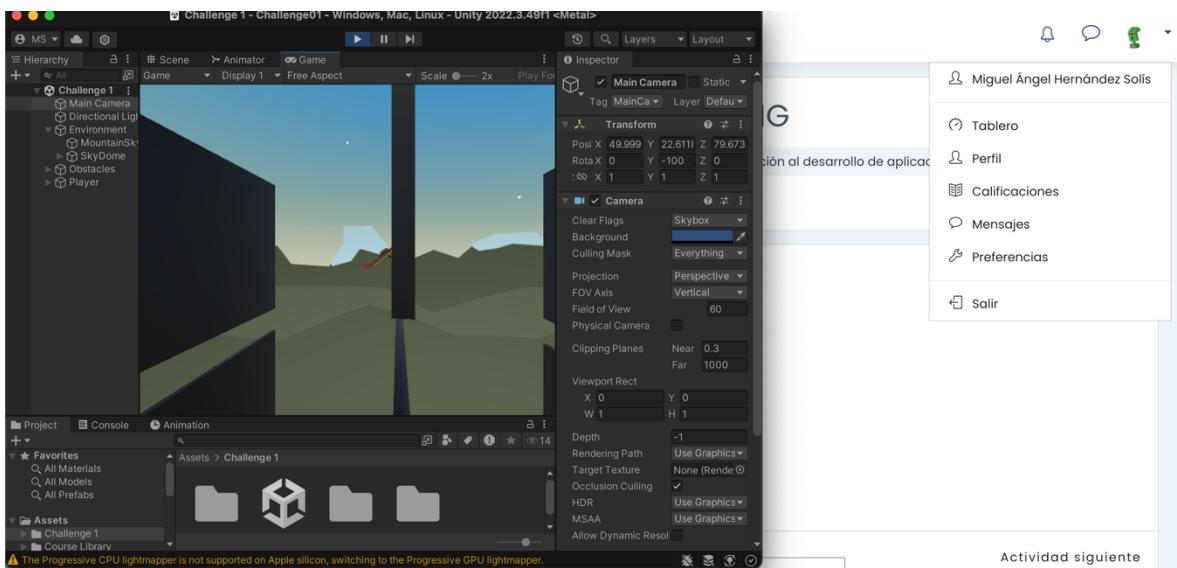
```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  [RequireComponent(typeof(Player))]
6  public class PlayerControllerX : MonoBehaviour
7  {
8      public float speed;
9      public float rotationSpeed;
10     public float verticalInput;
11
12     void Start()
13     {
14     }
15
16     void FixedUpdate()
17     {
18         // get the user's vertical input
19         verticalInput = Input.GetAxis("Vertical");
20
21         // move the plane forward at a constant rate
22         transform.Translate(Vector3.forward * speed * Time.deltaTime);
23
24         // tilt the plane up/down based on up/down arrow keys
25         transform.Rotate(Vector3.right * rotationSpeed * Time.deltaTime * verticalInput);
26     }
27 }
28 }
```

Below the code editor are tabs for "ESQUEMA", "LÍNEA DE TIEMPO", and "SONARLINT ISSUE LOCATIONS". The status bar at the bottom shows file paths, line numbers, and other development information.





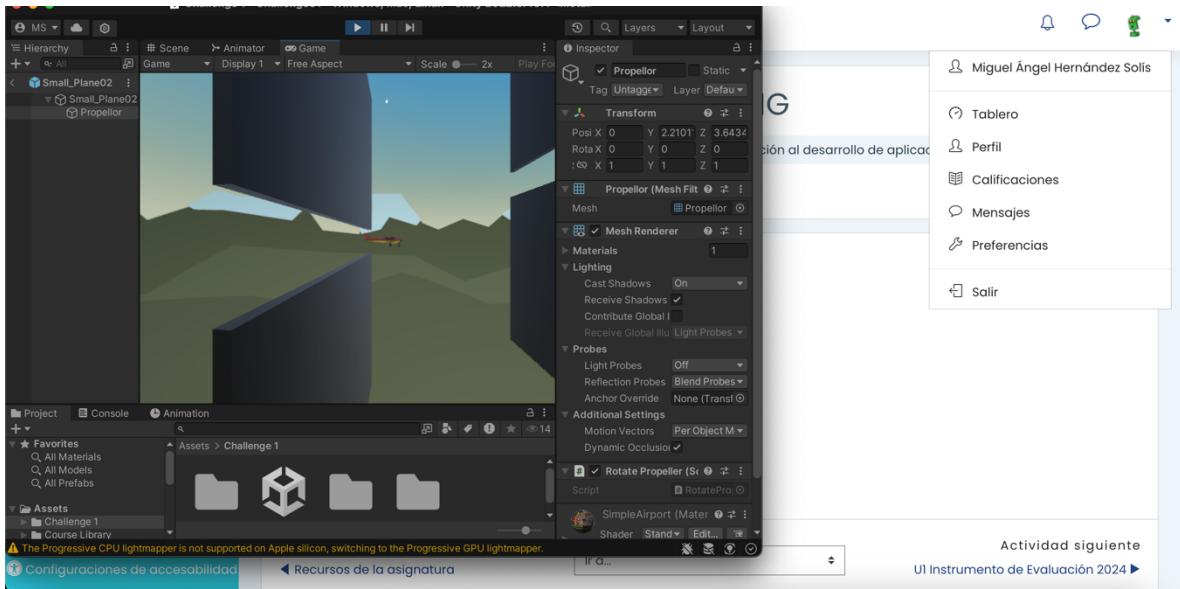




The screenshot shows a code editor interface with three tabs: PlayerControllerX.cs, FollowPlayerX.cs, and RotatePropeller.cs. The RotatePropeller.cs tab is active, displaying the following C# code:

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class RotatePropeller : MonoBehaviour
6  {
7      // Start is called before the first frame update
8      void Start()
9      {
10
11      }
12
13      // Update is called once per frame
14      void Update()
15      {
16          transform.Rotate(Vector3.forward, 40);
17      }
18  }
```

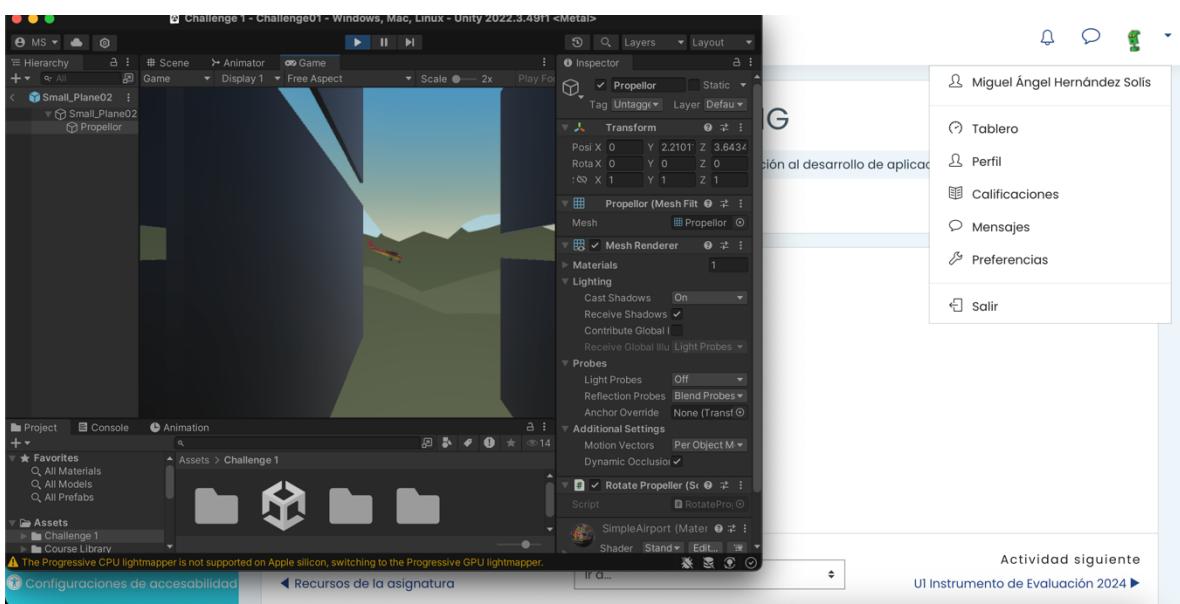
The left sidebar shows the project structure under 'EXPLORADOR' with folders like CHALLENGE01, Assets, Scripts, and Scenes. The bottom status bar indicates the file is 11 lines long, 45 columns wide, in UTF-8 encoding, and uses C# syntax.



The screenshot shows a code editor window for a Unity project named "Challenge01". The left sidebar displays the project structure under "EXPLORADOR", including files like "vscode", "Assets", "Challenge 1", "Scripts", "Course Library", "Scenes", and "RotatePropeller.cs". The main editor area shows the "RotatePropeller.cs" script:

```
Assets > RotatePropeller.cs
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class RotatePropeller : MonoBehaviour
6  {
7      // Start is called before the first frame update
8      void Start()
9      {
10
11      }
12
13      // Update is called once per frame
14      void Update()
15      {
16          transform.Rotate(transform.forward, 40);
17      }
18  }
```

The status bar at the bottom indicates "Lín. 16, col. 36 Espacios: 4 UTF-8 LF C#" and "Instrumento de Evaluación 2024 ►".



The screenshot shows a code editor interface with a dark theme. On the left is the 'EXPLORADOR' (Explorer) panel, which lists project files including 'Challenge01.cs', 'FollowPlayerX.cs', 'PlayerControllerX.cs', and 'RotatePropeller.cs'. The right side displays the content of the 'RotatePropeller.cs' script:

```
Assets > RotatePropeller.cs
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class RotatePropeller : MonoBehaviour
6  {
7      // Start is called before the first frame update
8      void Start()
9      {
10
11      }
12
13      // Update is called once per frame
14      void Update()
15      {
16          transform.Rotate(Vector3.forward, 40);
17      }
18  }
```

The status bar at the bottom indicates: Lin. 16, col. 34 Espacios: 4 UTF-8 LF C# Go Live tabnine basic Prettier.

