using UnityEngine;

public class FirstScript : MonoBehaviour

{

public int score = 10;

public float speed = 4.66f;

public char character = 'U';

public string Name = "My name is Muhammad Umar";

void Start()

{

Debug.Log("I am Writing First C# script");

Debug.Log("My score is: " + score);

Debug.Log("My speed is: " + speed);

Debug.Log("My name is: " + Name);

Debug.Log(speed);

}

void Update()

{

Debug.Log("Update Function");

}

void OnEnable()

{

Debug.Log("when game start OnEnable will be executed first");

}

void OnDisable()

{

Debug.Log("When the game is stop I will be printed or executed");

}

}