

```

{
    if(Input.GetKey(KeyCode.A))
    {
        transform.position += new Vector3(-1, 0, 0);
    }

    if(Input.GetKey(KeyCode.D)) //GetKey works continuously till you have pressed the button
    {
        transform.position += new Vector3(1, 0, 0);
    }

    if(Input.GetKeyDown(KeyCode.W)) //GetKeyDown works only once after you press the button
    {
        transform.position += new Vector3(0, 1, 0);
    }

    if(Input.GetKeyUp(KeyCode.S)) //GetKeyUp works only once after you release the button
    {

```

```

// Start is called before the first frame update
void Start()

```

```

{
    transform.Translate(1,0,0);
}

```

Adding coordinates
to current points

```

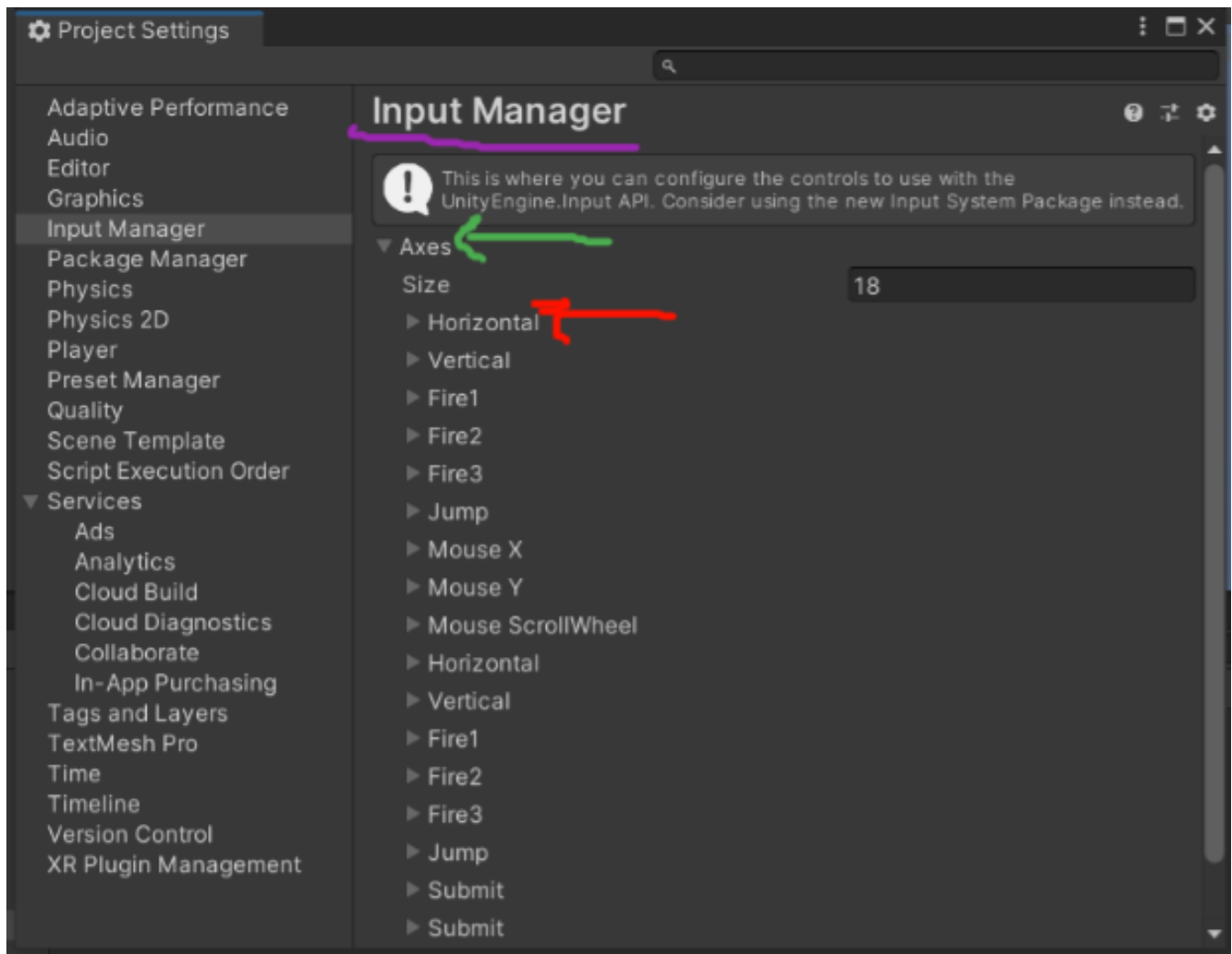
// Update is called once per frame
void Update()
{
}

```

```

void Update()
{
    transform.Translate(Input.GetAxis("Horizontal"),yValue,zValue);
}

```



Time.deltaTime Command

```
float xValue = Input.GetAxis("Horizontal") * Time.deltaTime;  
float zValue = Input.GetAxis("Vertical") * Time.deltaTime;  
transform.Translate(xValue, 0, zValue);
```

Time.deltaTime is used to make a value framerate independent.

```
float moveSpeed = 10f;  
// Start is called before the first frame update  
void Start()  
{  
  
}  
  
// Update is called once per frame  
void Update()  
{  
    float xValue = Input.GetAxis("Horizontal") * Time.deltaTime * moveSpeed;  
    float zValue = Input.GetAxis("Vertical") * Time.deltaTime * moveSpeed;  
  
    transform.Translate(xValue, 0, zValue);  
}
```

(transform.position.x

To access a particular coordinate shown above.