1st Script

```
O references
public class TestScript : MonoBehaviour
{
    1 reference
    public int MyFirstInteger = 5;
    1 reference
    public MySecondScript secondScript;
    O references
    void Start()
    {
        MyFirstInteger = secondScript.SecondNumber;
    }

    // Update is called once per frame
    O references
    void Update()
    {

    }
}
```

Reference of Second
Script is created.

Value of 2nd
Script is called
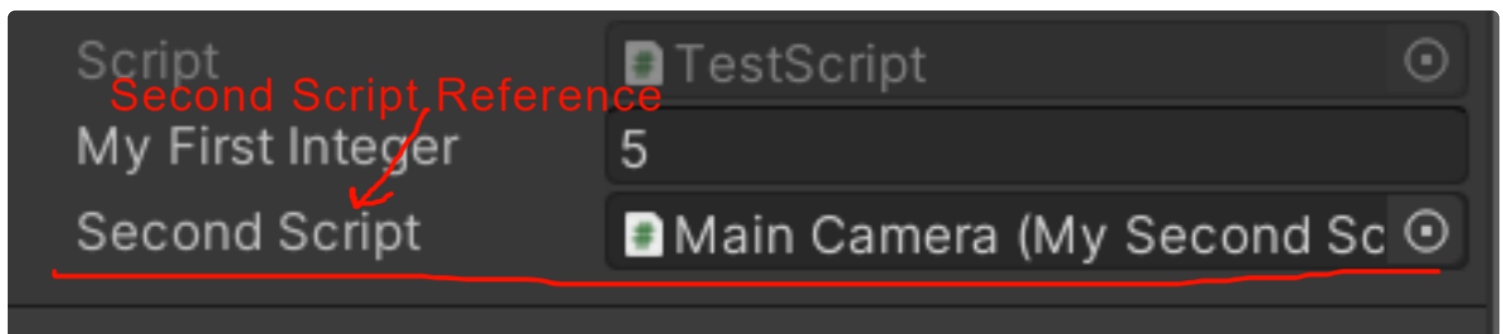
2nd Script

```csharp
public class MySecondScript : MonoBehaviour
{
    1 reference
    public int SecondNumber = 99;
    0 references
    void Start()
    {
        
    }


    // Update is called once per frame
    0 references
    void Update()
    {

    }
}
```
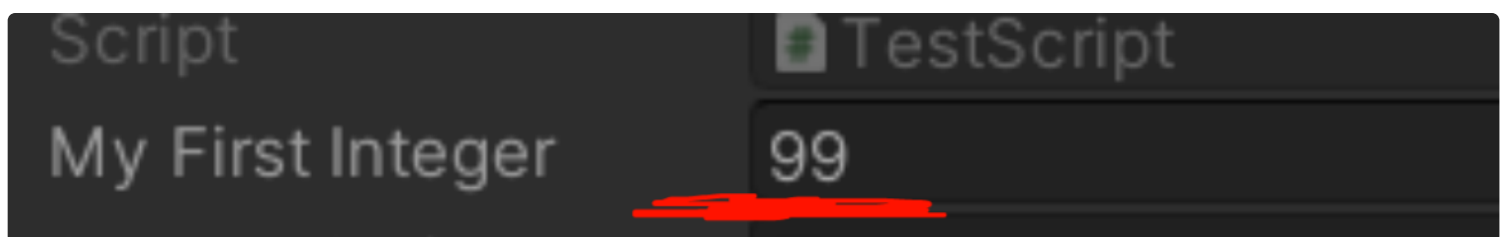
1st Script is attatched to ' Player ' and 2nd script is attatched to ' Main Camera ' .

Script   #TestScript   ⊙
   Second Script Reference
My First Integer   5
Second Script   #Main Camera (My Second Sc ⊙

Second Script(Main Camera) is drag and dropped into the reference created in 1st Script.

Output :-

Script   #TestScript
My First Integer   99

The Value of MyFirstInteger Variable has been changed to the value set in 2nd Script.

This is how members and functions of one script can be accessed by second script.