```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using TMPro;

0 references
public class Quiz : MonoBehaviour
{
    1 reference
    [SerializeField] TextMeshProUGUI get_questionText;
    1 reference
    [SerializeField] QuestionSO question;
    0 references
    void Start()
    {
        get_questionText.text = question.GetQuestion();
    }

}
```

Like the way UI text works by adding extension as " using unityEngine.UI " , in TextMeshPro we add " TMPro " for accessing TextMeshPro components.