

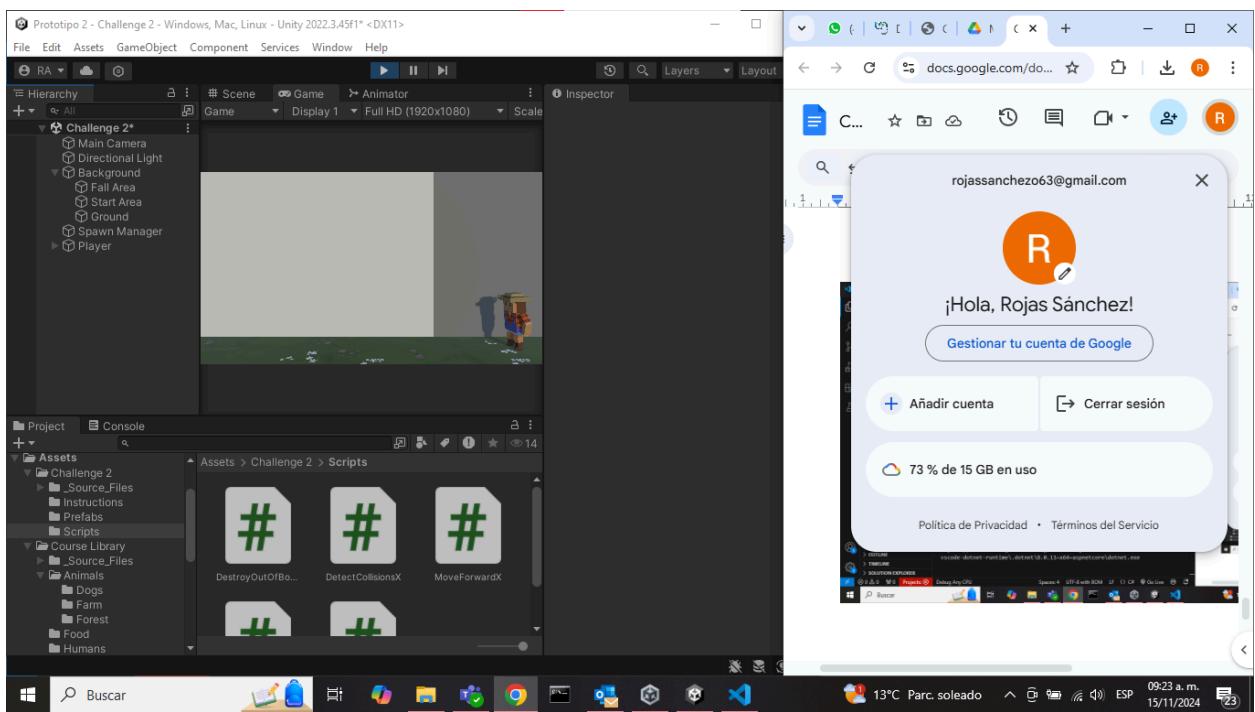
The screenshot shows the Visual Studio Code interface with a C# script named `DestroyOutOfBoundsX.cs` open in the editor. The code defines a `MonoBehaviour` class with a `Update` method. This method checks if the transform's position is less than `leftLimit` or `bottomLimit`, and if so, destroys the `gameObject`. The script is part of the `Challenge 2` project under the `Scripts` folder.

```
public class DestroyOutOfBoundsX : MonoBehaviour
{
    private float leftLimit = -30;
    private float bottomLimit = -5;

    void Update()
    {
        if (transform.position.x < leftLimit)
        {
            Destroy(gameObject);
        }
        else if (transform.position.y < bottomLimit)
        {
            Destroy(gameObject);
        }
    }
}
```

Below the code editor, the terminal window shows the output of a .NET install tool:

```
Still downloading .NET version(s) '8.0'.
11-x64-aspnetcore' ..... Done!
.NET 8.0.11-x64-aspnetcore executable path: c:\Users\Oscar
Rojas\AppData\Roaming\Code\User\globalStorage\ms-dotnettools.
vscode-dotnet-runtime\.dotnet\8.0.11-x64-aspnetcore\dotnet.exe
```



```
public class SpawnManagerX : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {
        InvokeRepeating("SpawnRandomBall", startDelay, spawnInterval);
    }

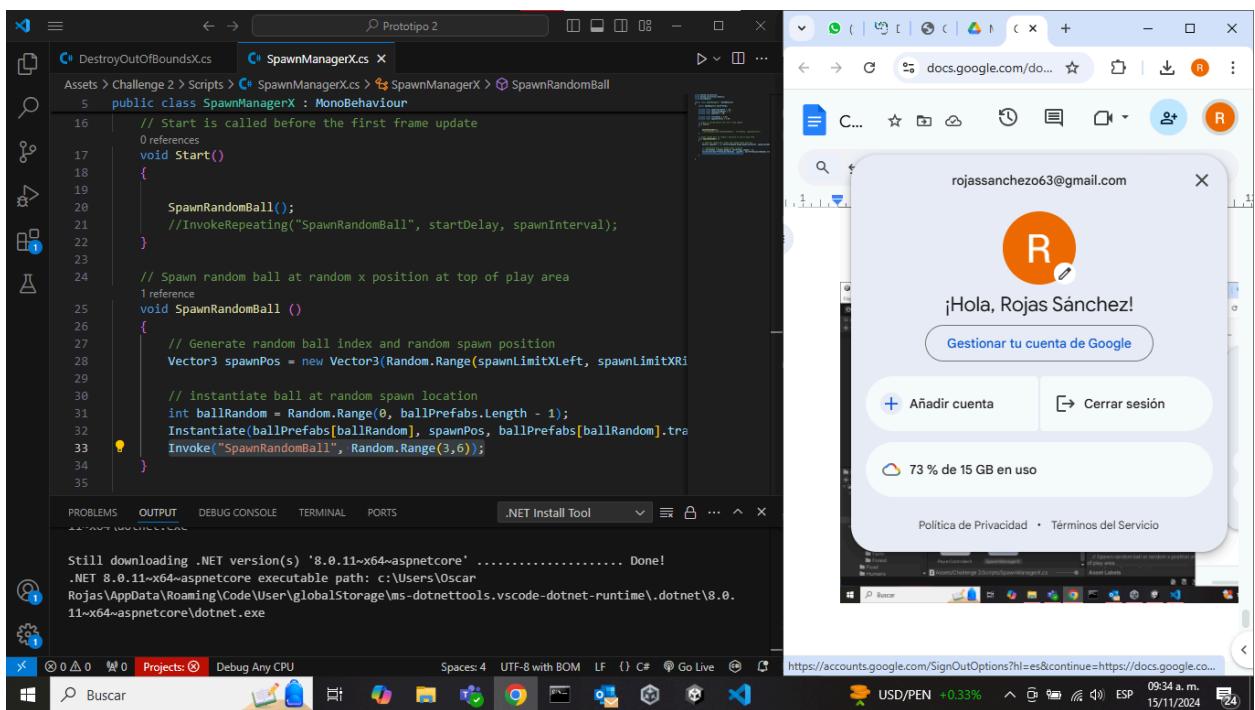
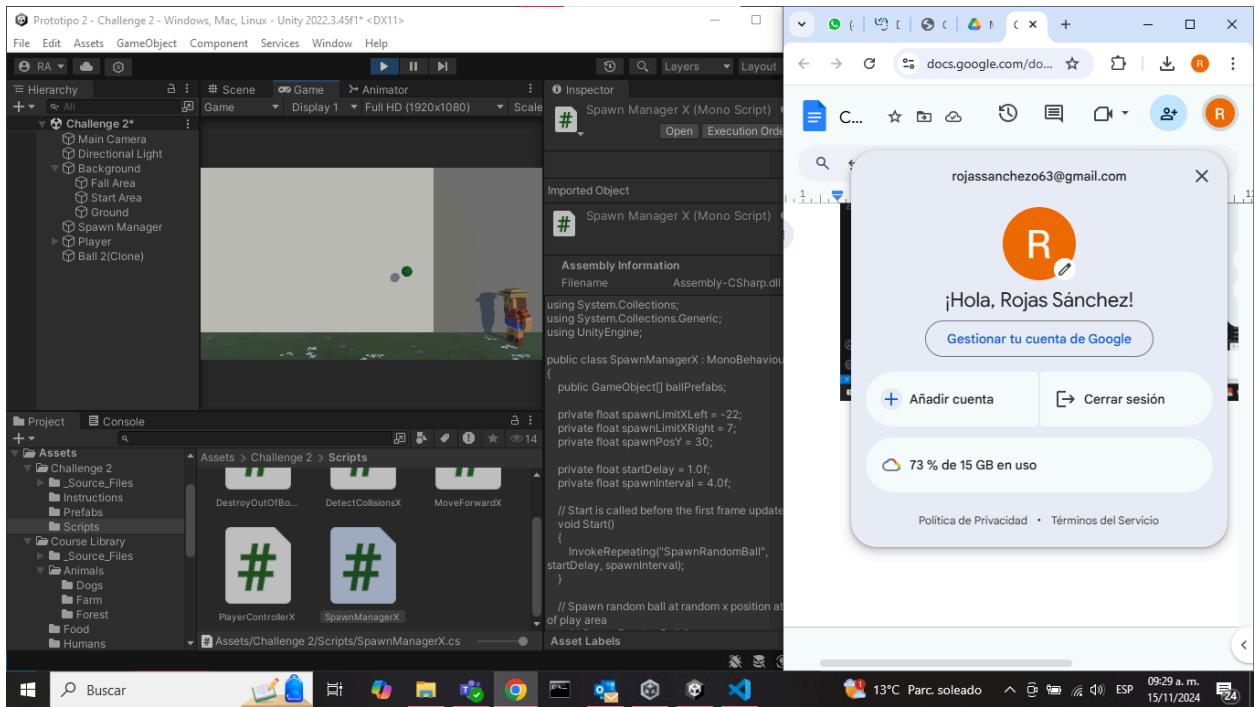
    // Spawn random ball at random x position at top of play area
    void SpawnRandomBall ()
    {
        // Generate random ball index and random spawn position
        Vector3 spawnPos = new Vector3(Random.Range(spawnLimitXLeft, spawnLimitXRight), Random.Range(spawnLimitYBottom, spawnLimitYTop), Random.Range(spawnLimitZLeft, spawnLimitZRight));
        // instantiate ball at random spawn location
        Instantiate(ballPrefabs[ballRandom], spawnPos, ballPrefabs[ballRandom].transform.rotation);
    }
}
```

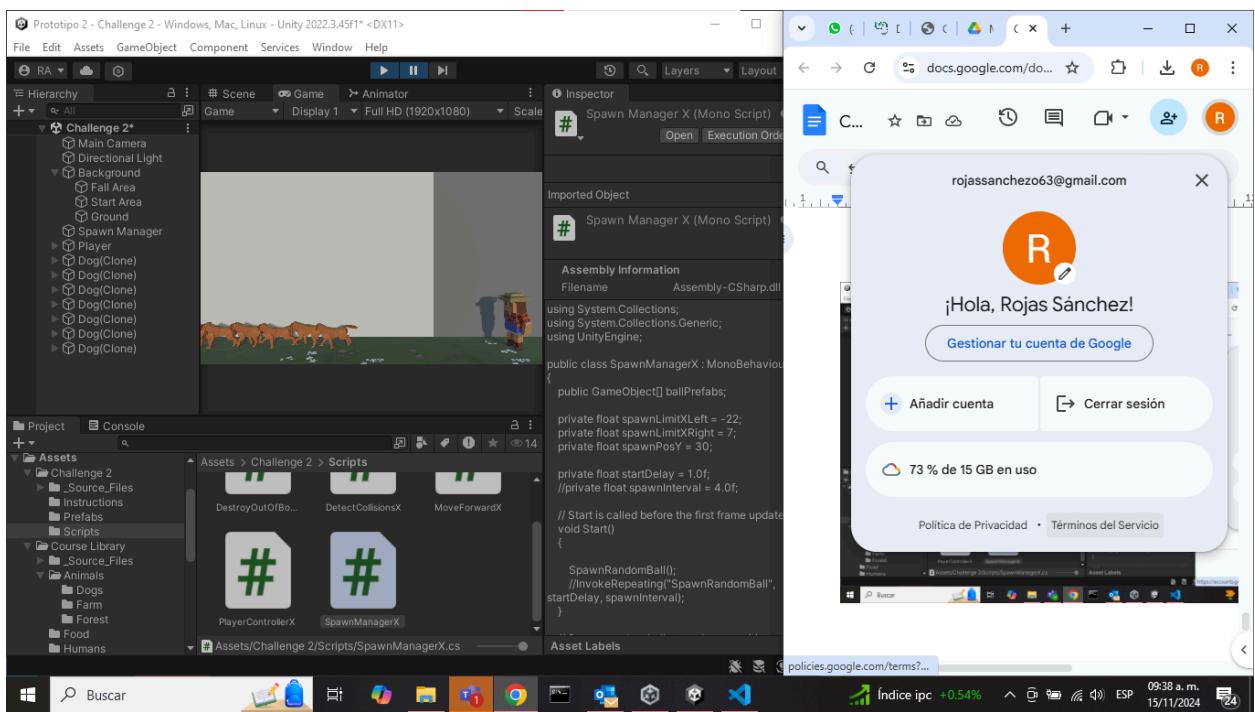
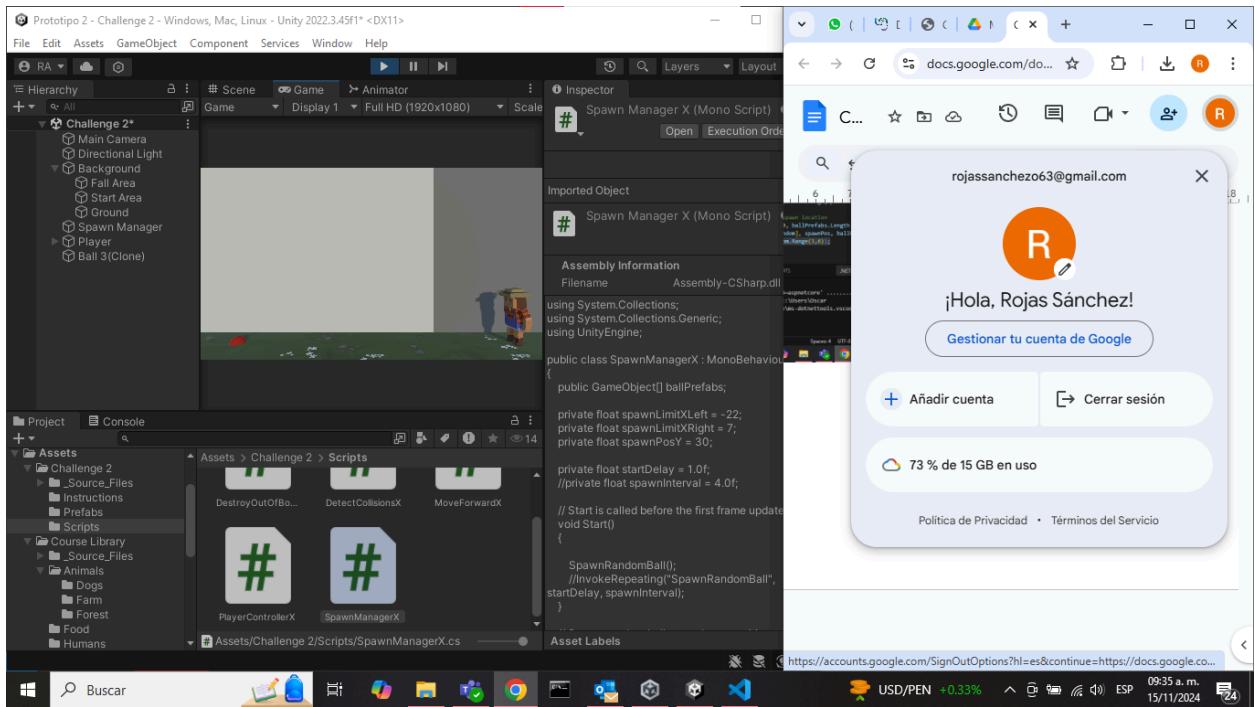
Still downloading .NET version(s) '8.0.11-x64-aspnetcore' Done!
.NET 8.0.11-x64-aspnetcore executable path: c:\Users\Oscar
Rojas\AppData\Roaming\Code\User\globalStorage\ms-dotnettools.vscode-dotnet-runtime\.dotnet\8.0.11-x64-aspnetcore\dotnet.exe

```
public class SpawnManagerX : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {
        InvokeRepeating("SpawnRandomBall", startDelay, spawnInterval);
    }

    // Spawn random ball at random x position at top of play area
    void SpawnRandomBall ()
    {
        // Generate random ball index and random spawn position
        Vector3 spawnPos = new Vector3(Random.Range(spawnLimitXLeft, spawnLimitXRight), Random.Range(spawnLimitYBottom, spawnLimitYTop), Random.Range(spawnLimitZLeft, spawnLimitZRight));
        // instantiate ball at random spawn location
        int ballRandom = Random.Range(0, ballPrefabs.Length);
        Instantiate(ballPrefabs[ballRandom], spawnPos, ballPrefabs[ballRandom].transform.rotation);
    }
}
```

Still downloading .NET version(s) '8.0.11-x64-aspnetcore' Done!
.NET 8.0.11-x64-aspnetcore executable path: c:\Users\Oscar
Rojas\AppData\Roaming\Code\User\globalStorage\ms-dotnettools.vscode-dotnet-runtime\.dotnet\8.0.11-x64-aspnetcore\dotnet.exe





```
PlayerControllerX.cs
Assets > Challenge 2 > Scripts > C# PlayerControllerX.cs > ...
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerControllerX : MonoBehaviour
6  {
7      // Update is called once per frame
8      void Update()
9      {
10         // On spacebar press, send dog
11         if (Input.GetKeyDown(KeyCode.Space))
12         {
13             Instantiate(dogPrefab, transform.position, dogPrefab.transform.rotation);
14         }
15     }
16 }
17
18 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

Completed processing the solution file "C:\Users\Oscar\Downloads\Prototipo 2\Prototipo 2.sln" in Dev Kit server (6675ms)

Starting restoring NuGet packages...

Selected configuration: <Default>, active

Completed opening a solution (6682ms)

Starting command: "dotnet.exe" restore C:\Users\Oscar\Downloads\Prototipo 2\Prototipo 2.sln --interactive...

Source: C# Disable message in settings Get the SDK Help

14°C Mayorm. soleado 0940 a.m. 15/11/2024

```
PlayerControllerX.cs
Assets > Challenge 2 > Scripts > C# PlayerControllerX.cs > C# PlayerControllerX > Update
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class PlayerControllerX : MonoBehaviour
6  {
7      // Update is called once per frame
8      void Update()
9      {
10         // On spacebar press, send dog
11         if (Input.GetKeyDown(KeyCode.Space))
12         {
13             Instantiate(dogPrefab, transform.position, dogPrefab.transform.rotation);
14             timeToSpawn = 1;
15         }
16         timeToSpawn -= Time.deltaTime;
17     }
18 }
19
20 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS C# Dev Kit

Starting restoring NuGet packages...

Selected configuration: <Default>, active configuration: Debug|Any CPU

Completed opening a solution (6682ms)

Starting command: "dotnet.exe" restore C:\Users\Oscar\Downloads\Prototipo 2\Prototipo 2.sln --interactive...

Failed to monitor project loading status.

Source: C# Buscar

14°C Mayorm. soleado 0941 a.m. 15/11/2024

The screenshot shows the Visual Studio Code interface with the PlayerControllerX.cs script open. The code defines a MonoBehaviour class with an Update method that spawns a dog prefab when the spacebar is pressed. The browser window shows a Google account profile for 'rojassanchezo63@gmail.com' with a message '¡Hola, Rojas Sánchez!'.

```
public class PlayerControllerX : MonoBehaviour
{
    private float timeToSpawn = 1;

    // Update is called once per frame
    void Update()
    {
        // On spacebar press, send dog
        if (Input.GetKeyDown(KeyCode.Space) && timeToSpawn <= 0)
        {
            Instantiate(dogPrefab, transform.position, dogPrefab.transform.rotation);
            timeToSpawn = 1;
        }
        if(timeToSpawn >= 0){
            timeToSpawn -= Time.deltaTime;
        }
    }
}
```

The screenshot shows the Visual Studio Code interface with the PlayerControllerX.cs script open. The code is identical to the one in the previous screenshot. The browser window shows a Google account profile for 'rojassanchezo63@gmail.com' with a message '¡Hola, Rojas Sánchez!'.

```
public class PlayerControllerX : MonoBehaviour
{
    public GameObject dogPrefab;
    private float timeToSpawn = 0;

    // Update is called once per frame
    void Update()
    {
        // On spacebar press, send dog
        if (Input.GetKeyDown(KeyCode.Space) && timeToSpawn <= 0)
        {
            Instantiate(dogPrefab, transform.position, dogPrefab.transform.rotation);
            timeToSpawn = 1;
        }
        if(timeToSpawn >= 0){
            timeToSpawn -= Time.deltaTime;
        }
    }
}
```

