```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class program : MonoBehaviour
6  {
7      // Start is called before the first frame update
8      void Start()
9      {
10
11     }
12
13     // Update is called once per frame
14     void Update()
15     {
16         transform.RotateAround(Vector3.right, Vector3.up, 40 *
             Time.deltaTime);
17
18
19     }
20 }
21
22
```