Create ▾

▼ ⭐ **Favorites**
🔍 All Materials
🔍 All Models
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🔍 All Scripts
📁 Assets

▼ 📁 **Assets**
📂 Scripts

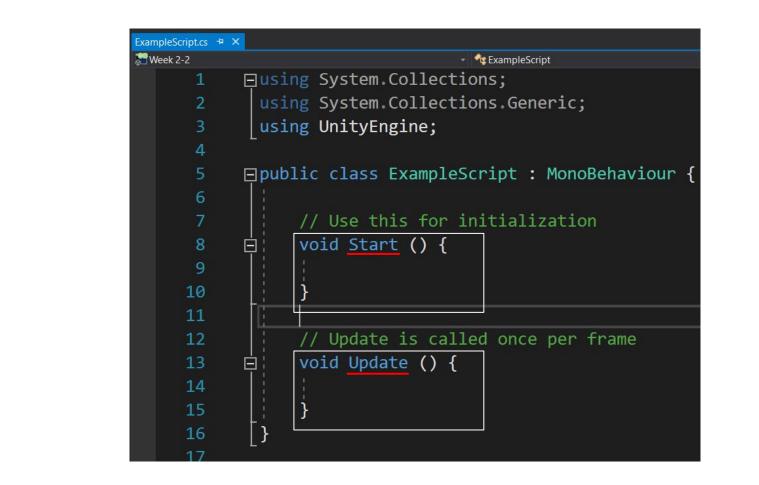Assets ▸ **Scripts**

📄 ExampleScript

```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class ExampleScript : MonoBehaviour {
6
7      // Use this for initialization
8      void Start () {
9
10     }
11
12     // Update is called once per frame
13     void Update () {
14
15     }
16 }
17
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```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class ExampleScript : MonoBehaviour {

    float num = 5;

    // Use this for initialization
    void Start () {

    }

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

    }
}
```

Type of the variable

```csharp
1  using System.Collections;
2   using System.Collections.Generic;
3   using UnityEngine;
4
5  public class ExampleScript : MonoBehaviour {
6
7      float num = 5;
8              name given by you
9      // Use this for initialization
10     void Start () {
11
12     }
13
14     // Update is called once per frame
15     void Update () {
16
17     }
18 }
```

```csharp
1   using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4
5   public class ExampleScript : MonoBehaviour {
6
7        float num = 5;
8
9        // Use this for initialization
10       void Start () {
11
12       }
13
14       // Update is called once per frame
15       void Update () {
16
17       }
18   }
```

Value you assigned, can be changed later at any time

```csharp
1    using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4
5    public class ExampleScript : MonoBehaviour {
6
7        float num = 5;
8
9        // Use this for initialization
10       void Start () {
11
12       }
13
14       // Update is called once per frame
15       void Update () {
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```

```csharp
1    using System.Collections;
2     using System.Collections.Generic;
3     using UnityEngine;
4
5    public class ExampleScript : MonoBehaviour {
6
7        float num = 5;
8
9        // Use this for initialization
10       void Start () {
11           Debug.Log(num);
12       }
13
14       // Update is called once per frame
15       void Update () {
16
17       }
18   }
```

Week 2-2   ▾   ExampleScript

```
1   using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4
5   public class ExampleScript : MonoBehaviour {
6
7        float num = 5;                                         Global Variable
8
9        // Use this for initialization
10       void Start () {
11           float localNum = 4;                               Local Variable
12           Debug.Log(num);
13       }
14
15       // Update is called once per frame
16       void Update () {
17           Debug.Log(localNum);
18
19       }
20   }
```

LASTNAME_CoreLabObjects_FA17