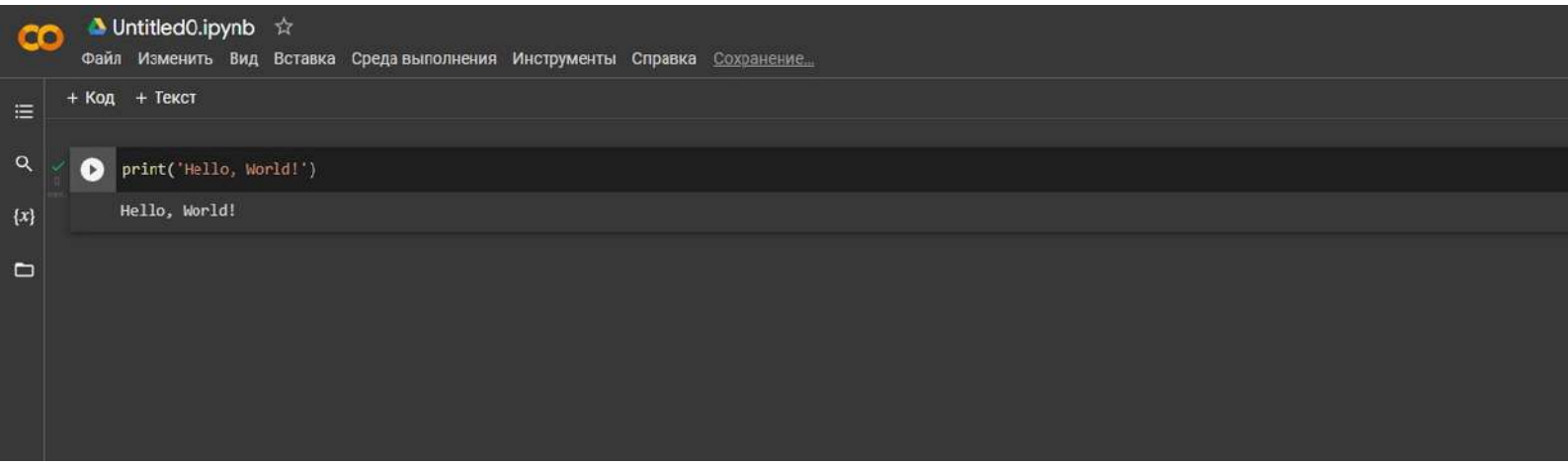
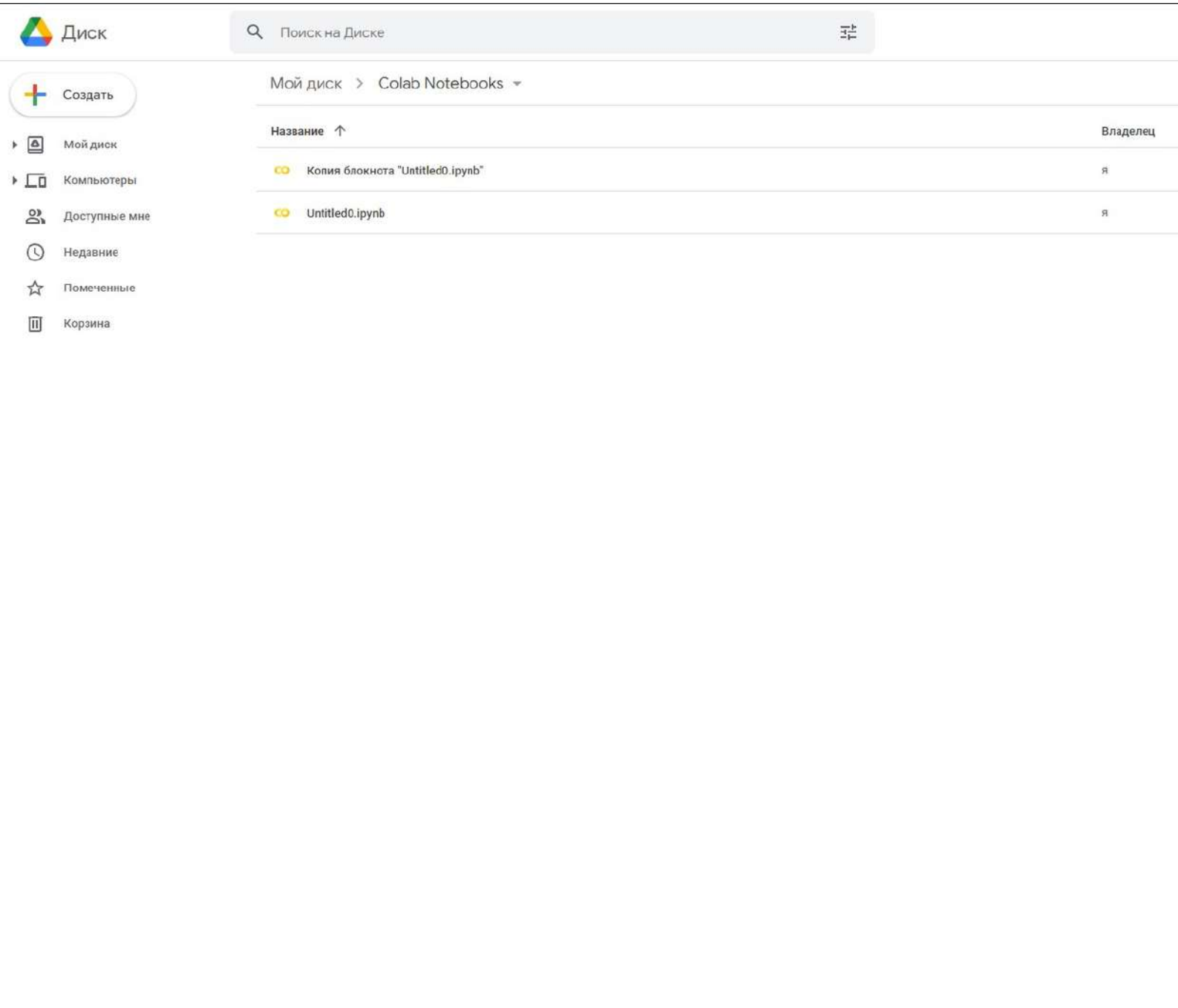

Untitled0.ipynb
Файл Изменить Вид Вставка Среда выполнения Инструменты Справка Сохранение...
+ Код + Текст
print('Hello, World!')
Hello, World!


Диск
Поиск на Диске
Создать
Мой диск
Компьютеры
Доступные мне
Недавние
Помеченные
Корзина
Мой диск > Colab Notebooks
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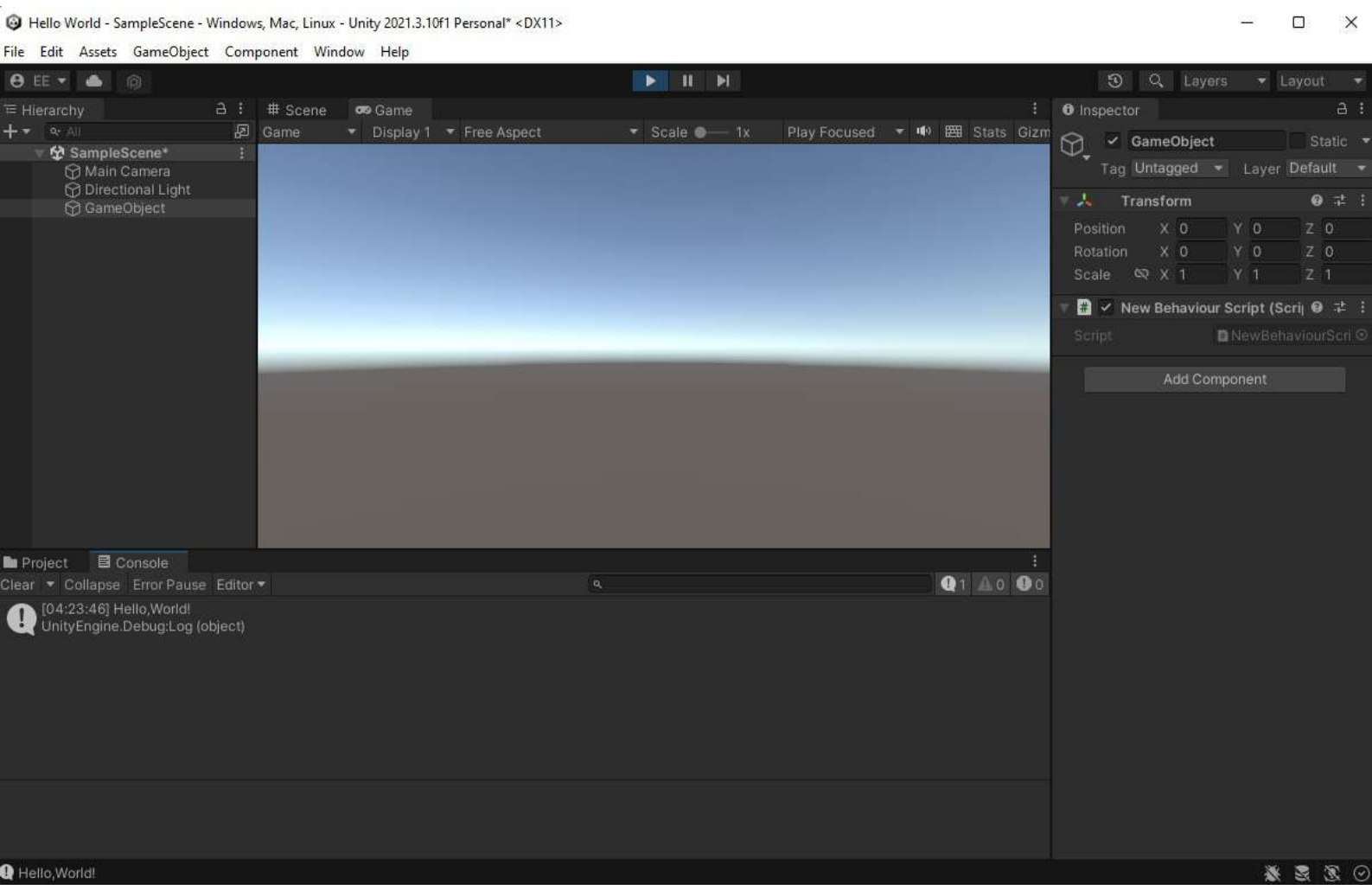
Hello World - SampleScene - Windows, Mac, Linux - Unity 2021.3.10f1 Personal* <DX11>
File Edit Assets GameObject Component Window Help
Hierarchy
SampleScene*
Main Camera
Directional Light
GameObject
Scene
Game
Display 1
Free Aspect
Scale 1x
Play Focused
Stats
Inspector
GameObject
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
New Behaviour Script (Scri
Script
NewBehaviourScri
Add Component
Project
Console
Clear
Collapse
Error Pause
Editor
[04:23:46] Hello,World!
UnityEngine.Debug:Log (object)
Hello,World!

NewBehaviourScript.cs

Assets > NewBehaviourScript.cs

```
1   using System.Collections;
2   using System.Collections.Generic;
3   using UnityEngine;
4
5   public class NewBehaviourScript : MonoBehaviour
6   {
7       // Start is called before the first frame update
8       void Start()
9       {
10          Debug.Log("Hello,World!");
11      }
12
13      // Update is called once per frame
14      void Update()
15      {
16
17      }
18  }
19
```