

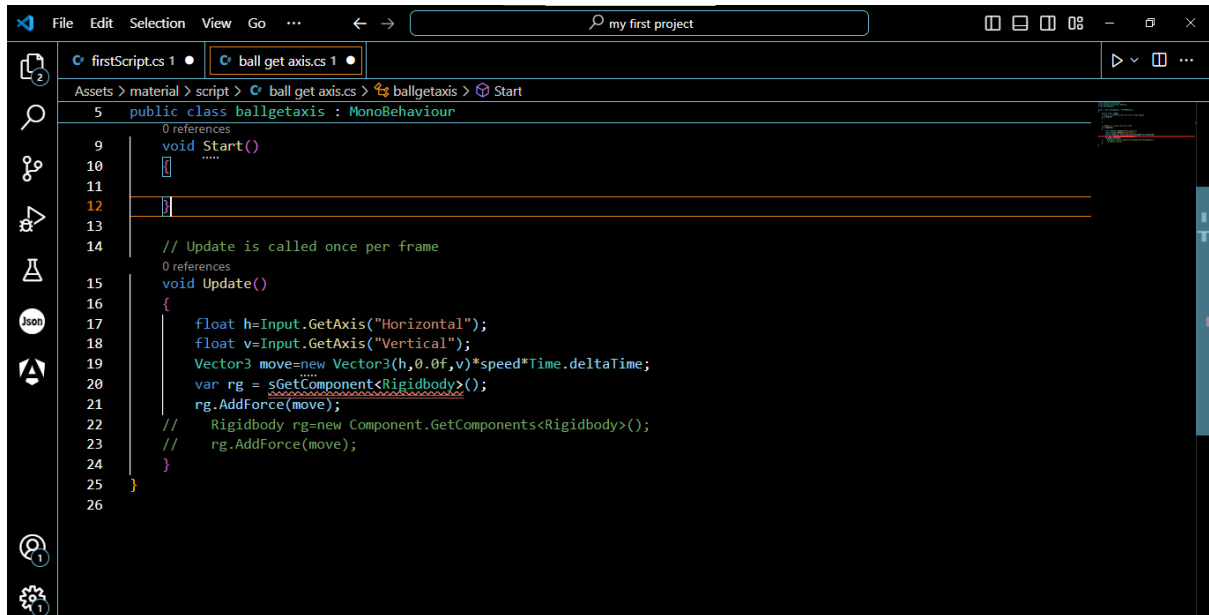
```
float h=Input.GetAxis("Horizontal");
```

```
float v=Input.GetAxis("Vertical");
```

get axis is used to get input from horizontal and vertical key press

GetComponent is used to attach rigid body property to code and update it according to the key press

this value is present in move variables.



```
5 public class ballgetaxis : MonoBehaviour
9     void Start()
10     {
11     }
12
13
14     // Update is called once per frame
15     void Update()
16     {
17         float h=Input.GetAxis("Horizontal");
18         float v=Input.GetAxis("Vertical");
19         Vector3 move=new Vector3(h,0.0f,v)*speed*Time.deltaTime;
20         var rg = GetComponent<Rigidbody>();
21         rg.AddForce(move);
22         // Rigidbody rg=new Component.GetComponent<Rigidbody>();
23         // rg.AddForce(move);
24     }
25
26
```

