

We downloaded visual studio code in unity hub .Then we creater a empty folder in project tab navigated to that folder and created a c# script once c# script is created we have two predefine function start() and update()

Start() function run once in starting

Update() function can run in each frame accordingly

We executed our first script in vs “ujjwal”

```
public class NewBehaviourScript : MonoBehaviour
{
    // Start is called before the first frame update
    void Start()
    {
        Debug.Log("ujjwal");
    }

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

Ctrl+s

Output

