

The screenshot shows the Visual Studio Code editor with the 'scoremanager.cs' file open. The script is a C# MonoBehaviour class. It includes a static instance, a private score variable, a Text component for score display, and two methods: 'Awake()' for initializing the instance and 'score_cal()' for updating the score and UI. The code is as follows:

```
6 public class scoremanager : MonoBehaviour
7 {
8     public static scoremanager instance;
9     private int score=0;
10    public Text scoreText;
11    private void Awake()
12    {
13        if(instance==null)
14        {
15            instance=this;
16        }
17    }
18    public void score_cal(int point)
19    {
20        score+=point;
21        Debug.Log("Score is : "+score);
22        scoreText.text="Score: "+score.ToString();
23    }
24 }
25
```

The bottom status bar indicates the file is at line 22, column 32, with 4 spaces, UTF-8 encoding, and CRLF line endings.

