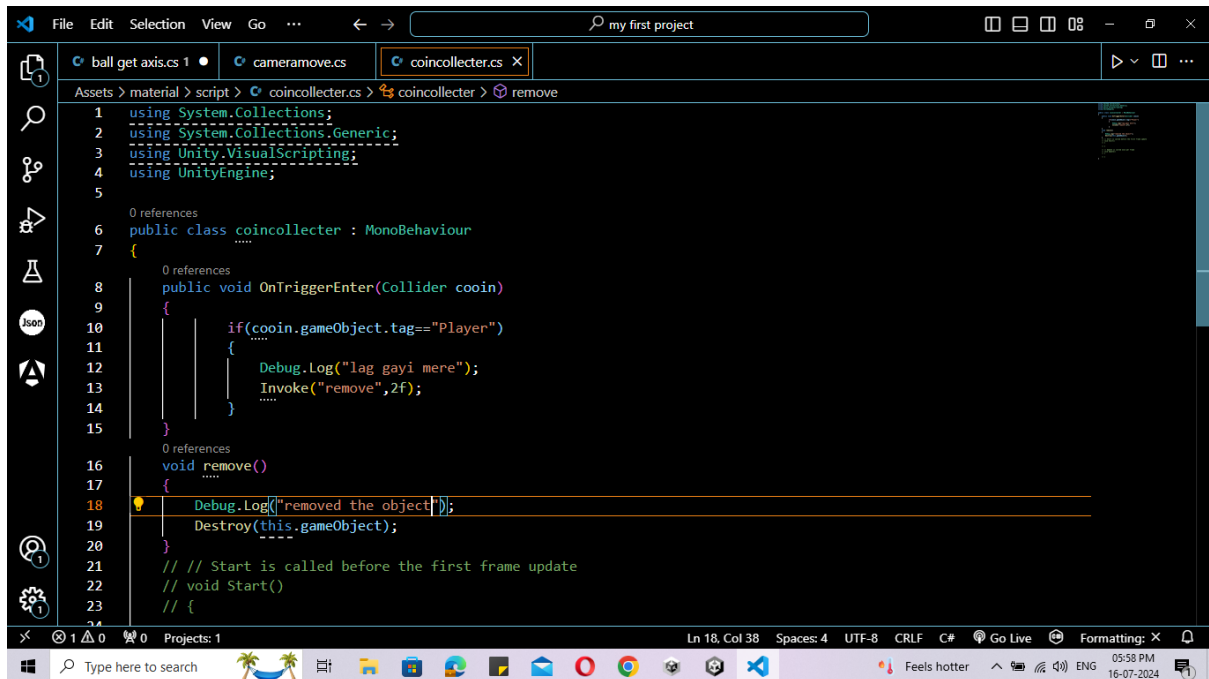


Invoke is function used to call other function after some time delay 2f means delay of 2 second

After 2 seconds remove() function will be called.

Tag is used to tagify the group of object.

We can also make our custom tag name



The screenshot shows the Unity Inspector window with the `coincollector.cs` script selected. The script is a C# MonoBehaviour class that implements the `OnTriggerEnter` method. It checks if the colliding object is tagged "Player". If so, it logs a message and calls `Invoke("remove", 2f)` to trigger the `remove` method after a 2-second delay. The `remove` method logs a message and destroys the object.

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine;
5
6 public class coincollector : MonoBehaviour
7 {
8     public void OnTriggerEnter(Collider coin)
9     {
10         if(coin.gameObject.tag=="Player")
11         {
12             Debug.Log("lag gayi mere");
13             Invoke("remove", 2f);
14         }
15     }
16
17     void remove()
18     {
19         Debug.Log("removed the object");
20         Destroy(this.gameObject);
21     }
22
23     // Start is called before the first frame update
24     void Start()
25     {
26     }
27 }
```

