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

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

get axis is used to get input from horizontal and vertival 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.

A screenshot of a computer program

Description automatically generated

A white ball on a red surface

Description automatically generated

A screenshot of a computer

Description automatically generated