

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.UI;
5 /*
6 Part of the Code here are originated from website:
7 https://answers.unity.com/questions/1569855/search-in-dropdown-options.html
8 */
9 public class DropDownLogic : MonoBehaviour
10 {
11     [SerializeField]
12     private InputField startInputField;
13     [SerializeField] private InputField destinationInputField;
14
15     [SerializeField]
16     private Dropdown startDropDown;
17
18     [SerializeField]
19     private Dropdown destinationDropDown;
20     private List<Dropdown.OptionData> startdropdownOptions;
21     private List<Dropdown.OptionData> destinationdropdownOptions;
22
23     private void Start()
24     {
25         startdropdownOptions = startDropDown.options;
26         destinationdropdownOptions = destinationDropDown.options;
27         removeDefaultOption();
28     }
29     public void FilterStartDropdown(string data)
30     {
31         startDropDown.options = startdropdownOptions.FindAll(word =>
32 word.text.IndexOf(data) >= 0);
33     }
34
35     public void FilterDestinationDropDown(string data) {
36         destinationDropDown.options = destinationdropdownOptions.FindAll(word =>
37 word.text.IndexOf(data) >= 0);
38     }
39
40     public void removeDefaultOption() {
41         for(int i = 0; i < destinationdropdownOptions.Count; i++){
42             if(destinationdropdownOptions[i].text.Contains("Option")) {
43                 destinationdropdownOptions.RemoveAt(i);
44             }
45             if(startdropdownOptions[i].text.Contains("Option")) {
46                 startdropdownOptions.RemoveAt(i);
47             }
48         }
49     }
50 }
```