

# Intro to Unity

Introduction to Scripting

# Scripting

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- ⚙️ Unity has a comprehensive API that accessed using three different languages:
  - ⚙️ Javascript (aka, UnityScript)
  - ⚙️ Boo (aka, Python)
  - ⚙️ C#
- ⚙️ Unity defaults to use MonoDevelop as an editor, but other editors can be used instead.

# UnityScript

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- ⚙️ A JavaScript inspired language that is referred to as JavaScript within the actual program.
- ⚙️ UnityScript is not JavaScript.
- ⚙️ Really easy to learn and use if you are new to programming in general.
- ⚙️ Is a proprietary language.

# Boo

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- ⚙️ Python inspired variant that leverages the power .net and Mono.
- ⚙️ Currently DOES support mobile platforms.
- ⚙️ Currently doesn't have a lot of community support, but that may change.



# C#

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- ⚙️ Strongly typed, compiled language developed by Microsoft.
- ⚙️ Provides a lot of language features.
- ⚙️ Lots of community support.
- ⚙️ If you are new to programming, can have a steep learning curve.

# Demo

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# Challenge

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## GameObject

Namespace: `UnityEngine` / Inherits from: [Object](#)

### Description

Base class for all entities in Unity scenes.

See Also: [Component](#).

### Variables

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[activeInHierarchy](#)

Is the GameObject active in the scene?

[activeSelf](#)

The local active state of this GameObject. (Read Only)