# Intro to Unity

Introduction to Scripting

# Scripting

- 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

- 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.

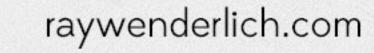
#### Boo

Python inspired variant that leverages the power .net and Mono.



Currently DOES support mobile platforms.

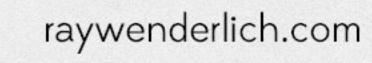
Currently doesn't have a lot of community support, but that may change.



#### C#

- 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



## Challenge

#### GameObject

Namespace: UnityEngine / Inherits from: Object

#### **Description**

Base class for all entities in Unity scenes.

See Also: Component.

#### **Variables**

<u>activeInHierarchy</u> Is the GameObject active in the scene?

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