# HELLO WORLD: YOUR FIRST PROGRAM

# Topics

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- Hello World?

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- Creating a Unity Project

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  - The Unity Project Folder

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- The HelloWorld Project

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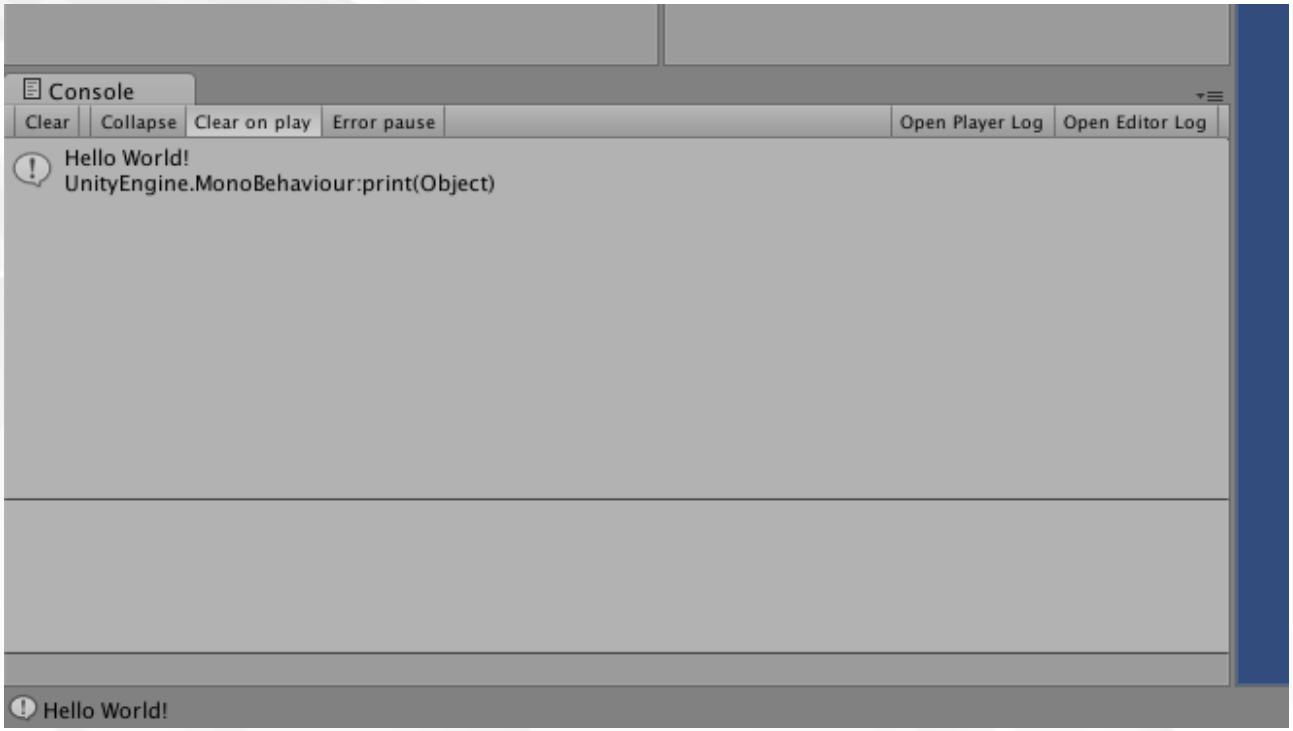

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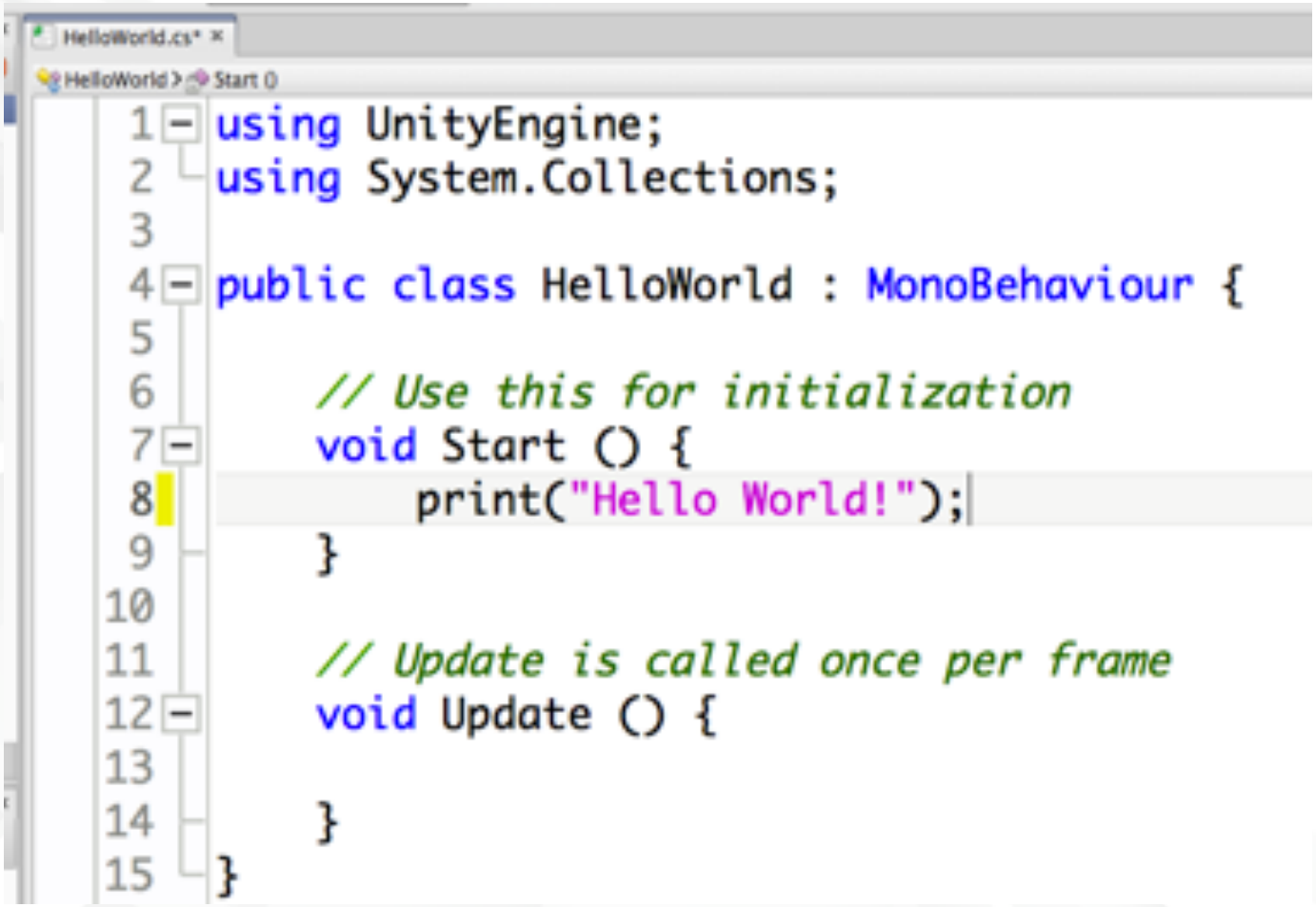

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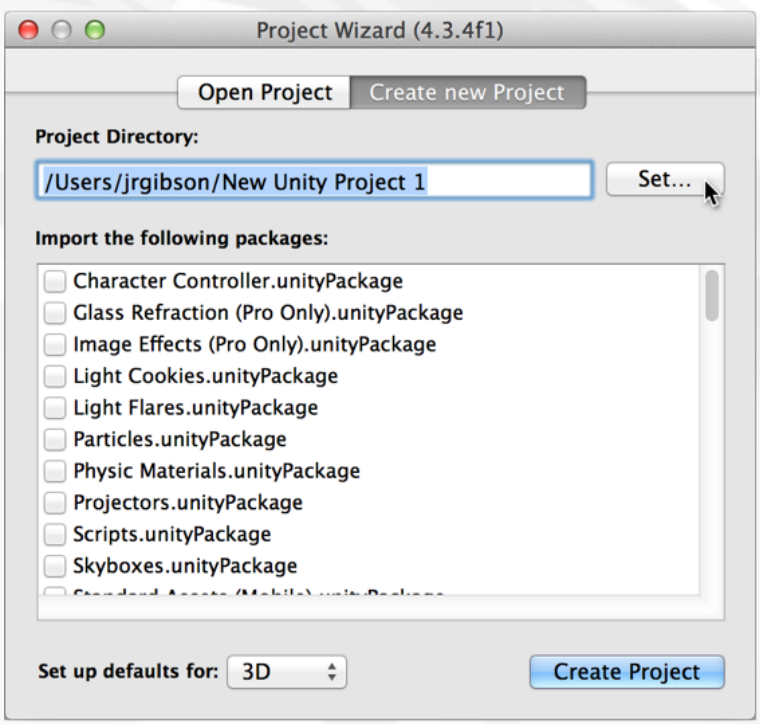


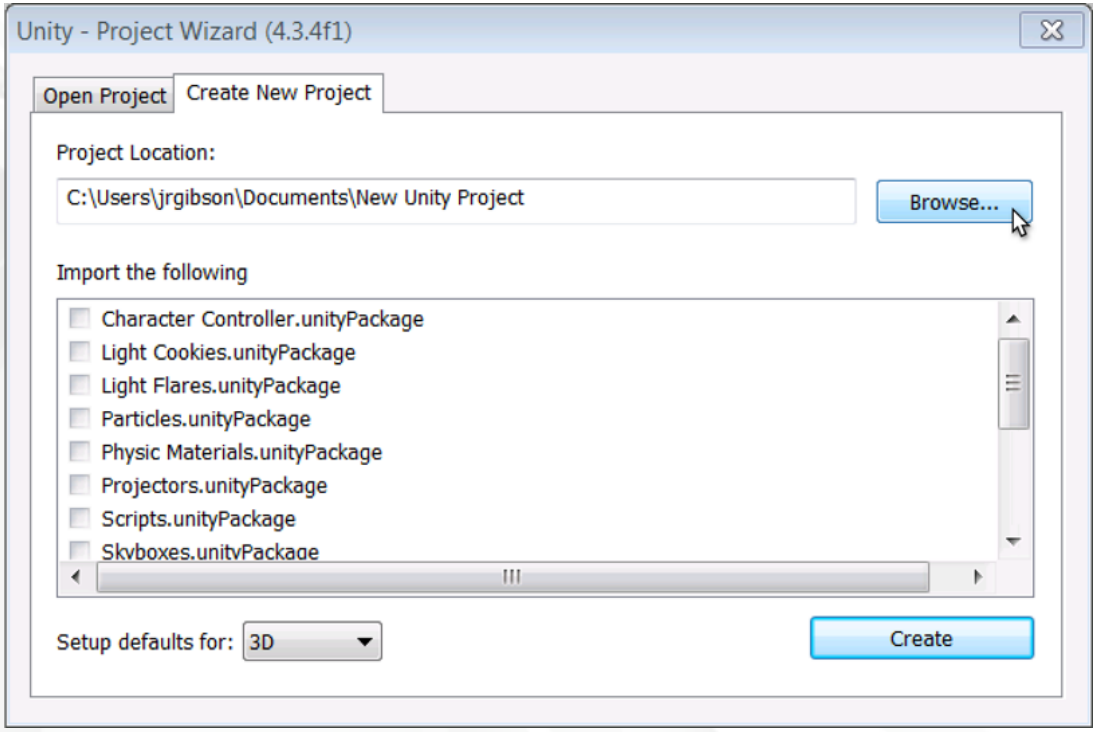

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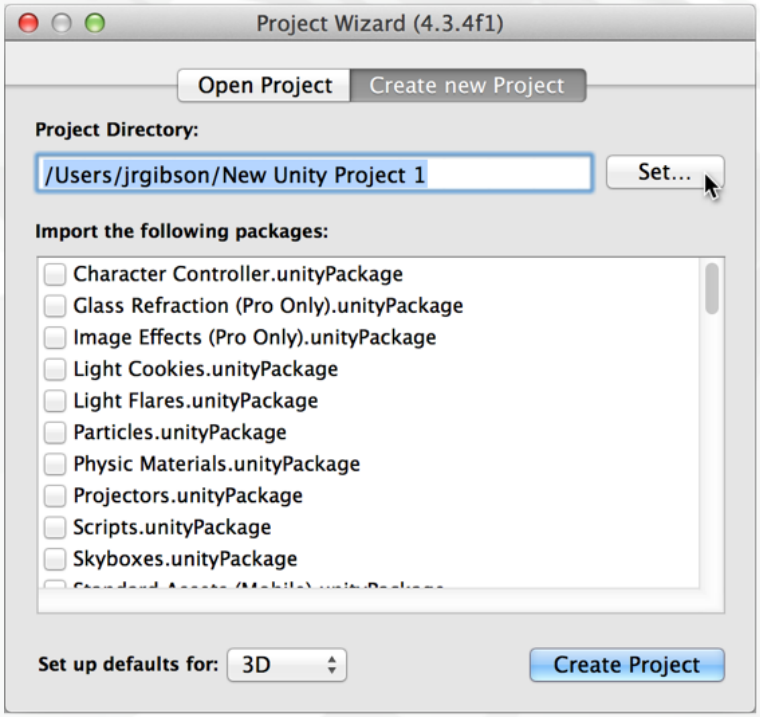


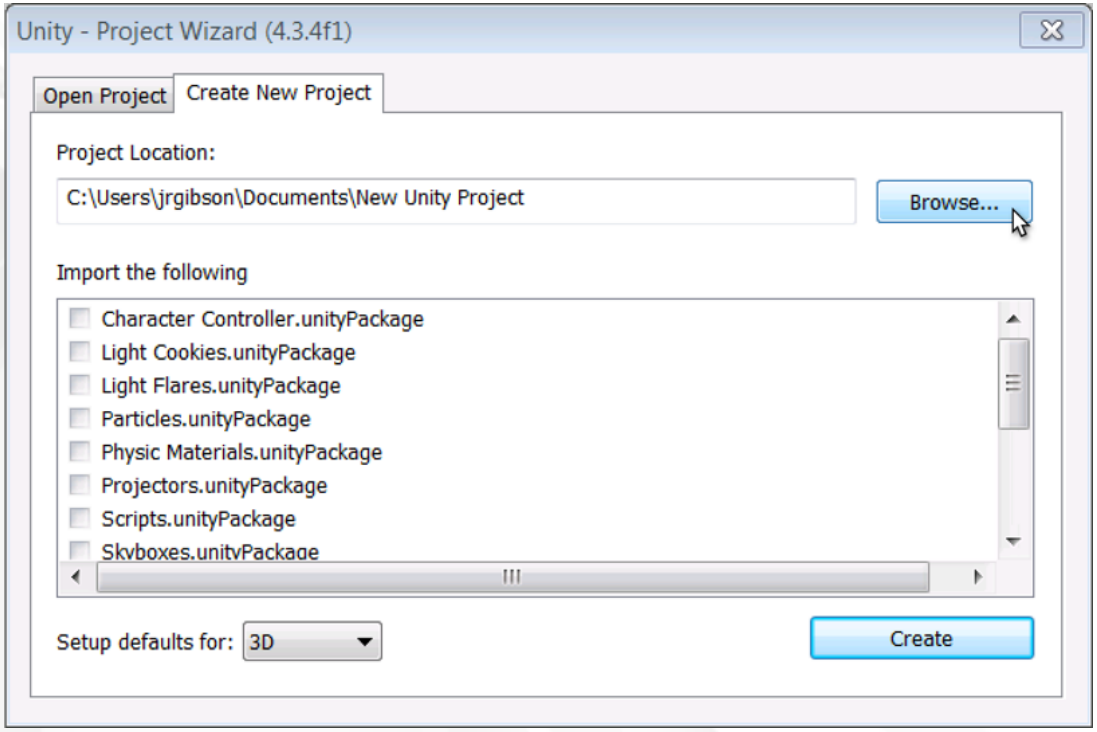

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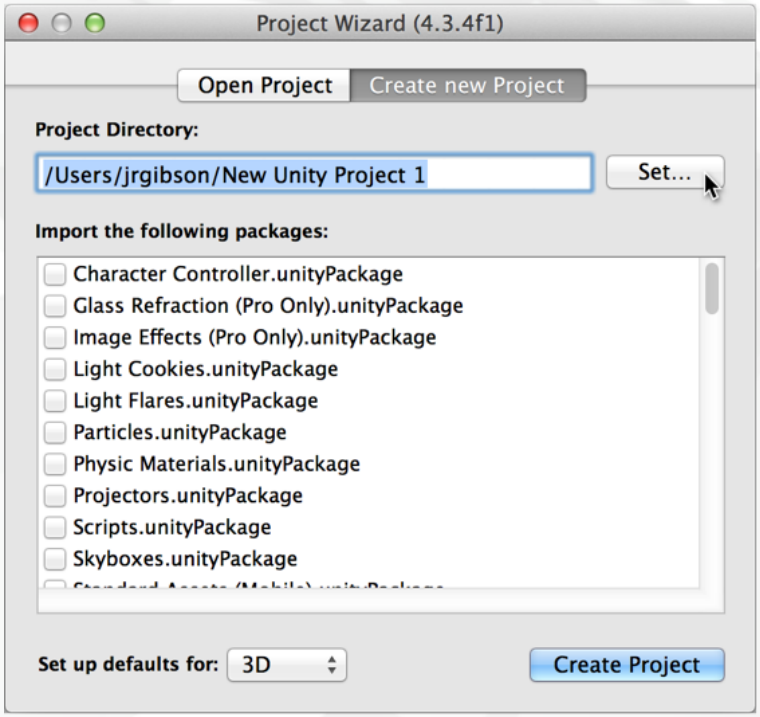


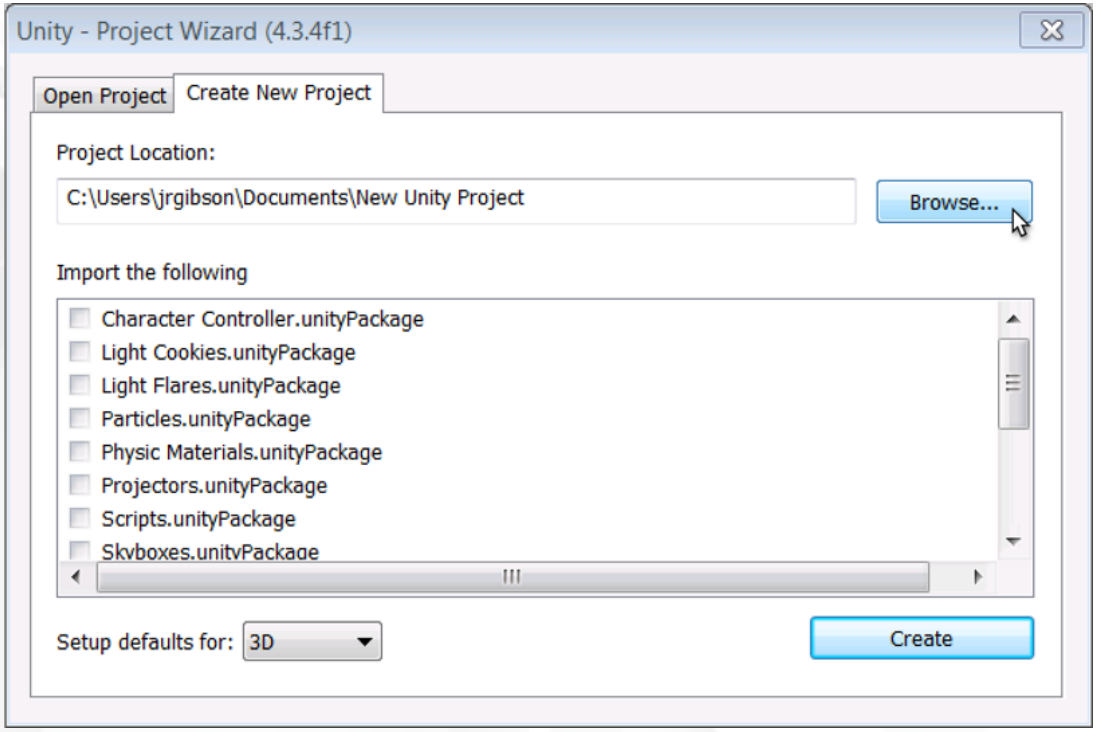

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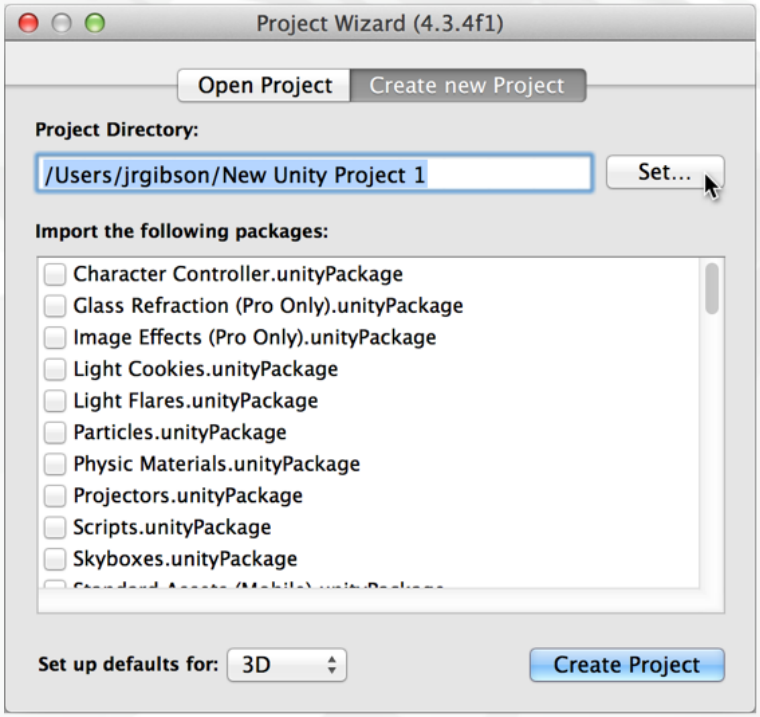


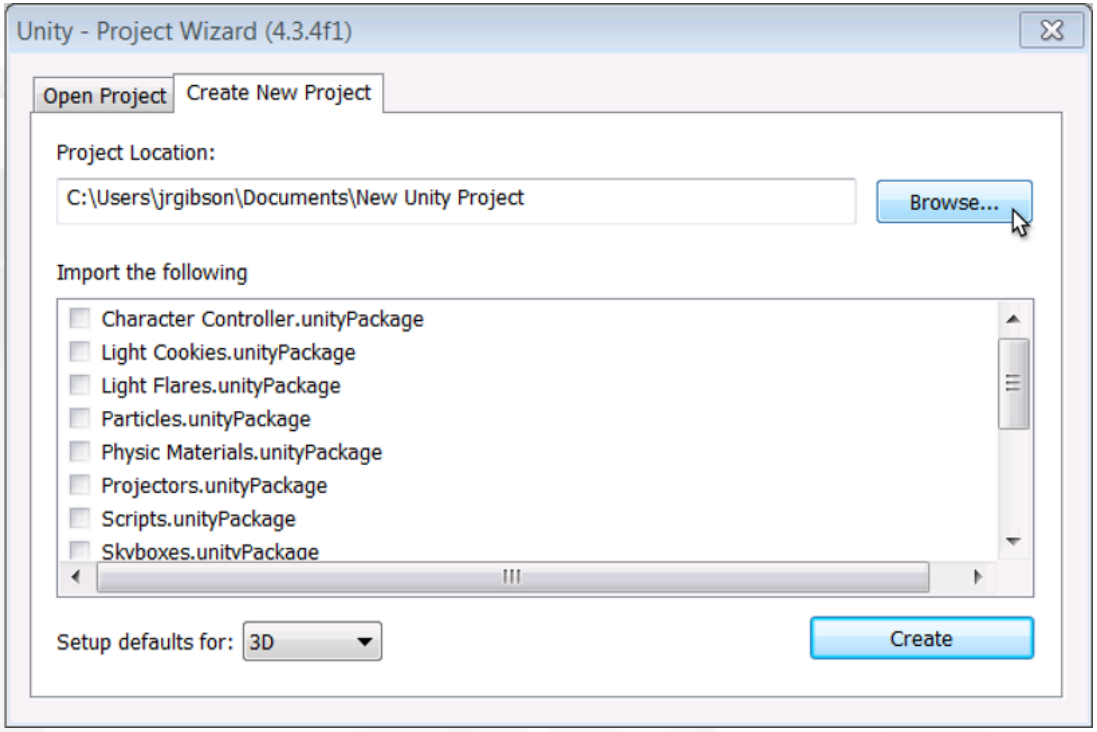

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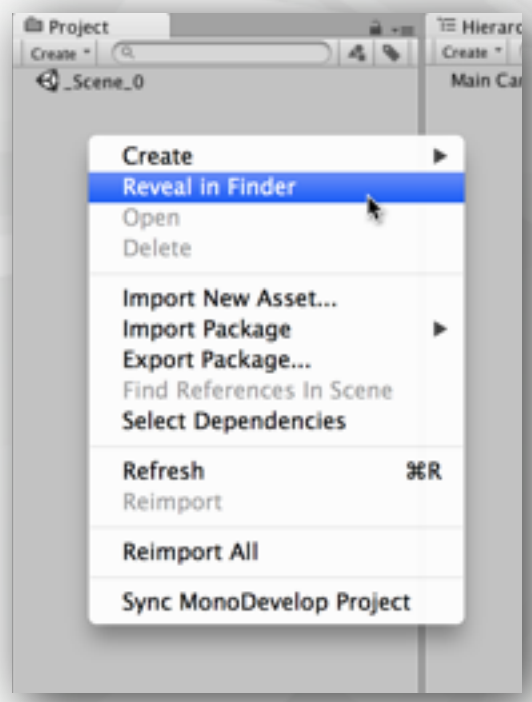

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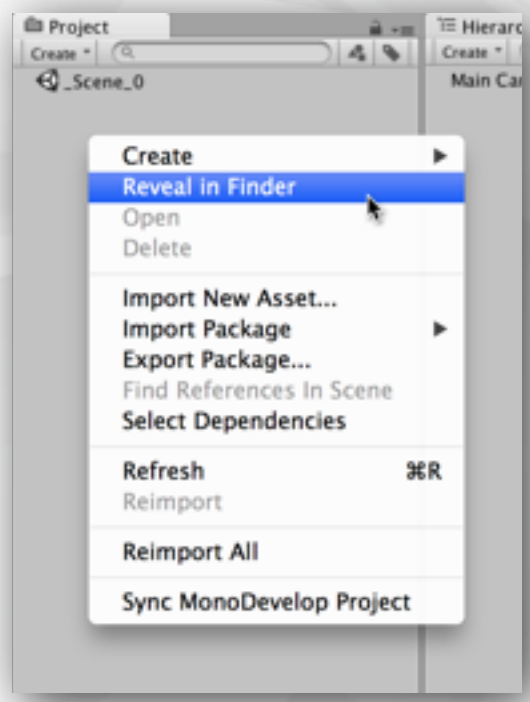


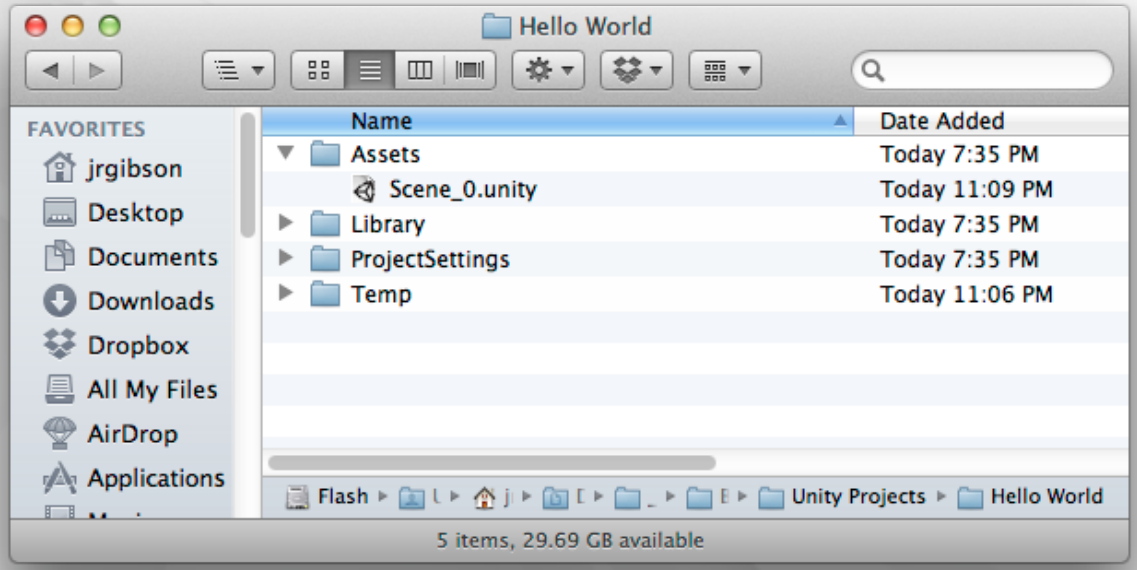

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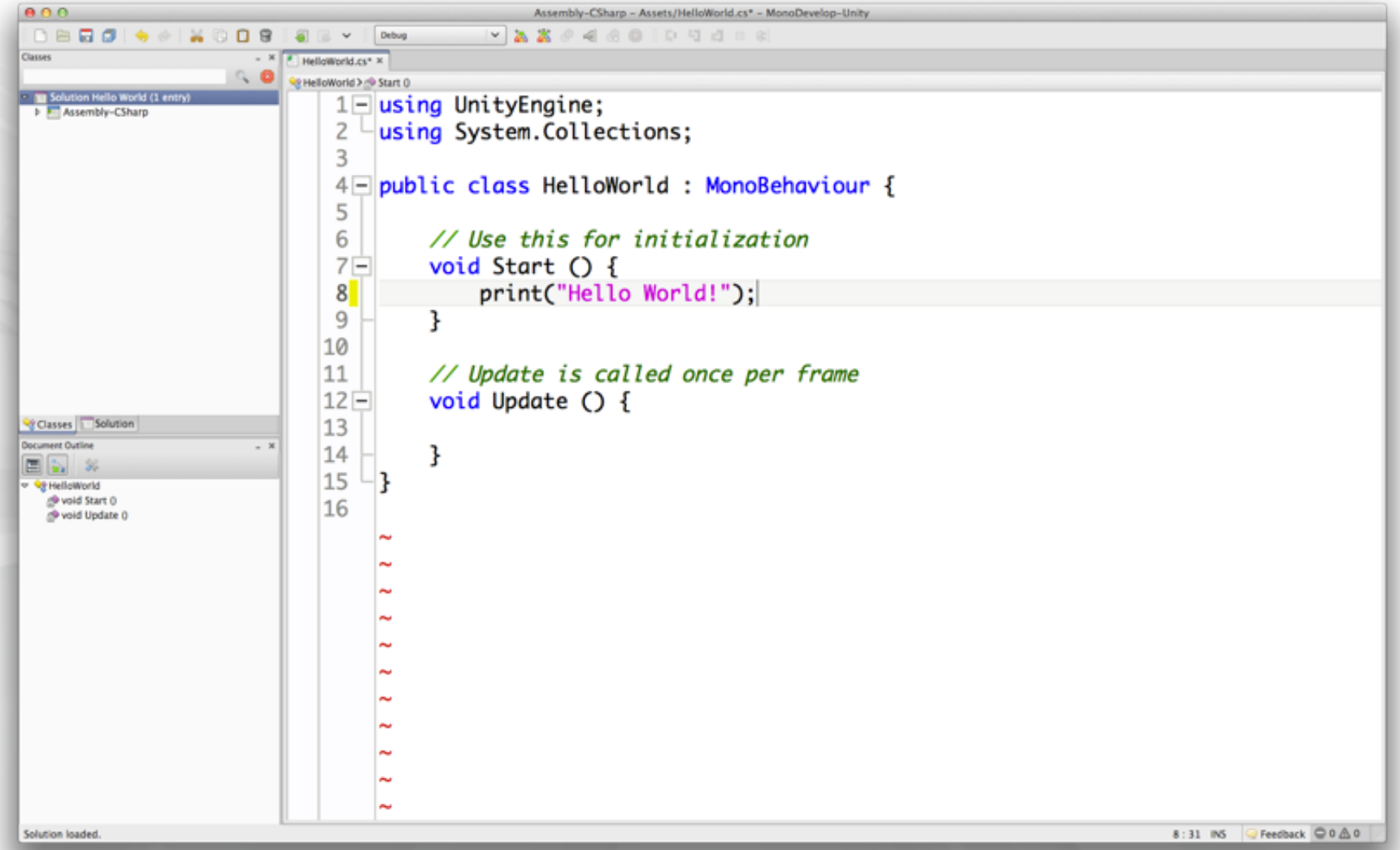
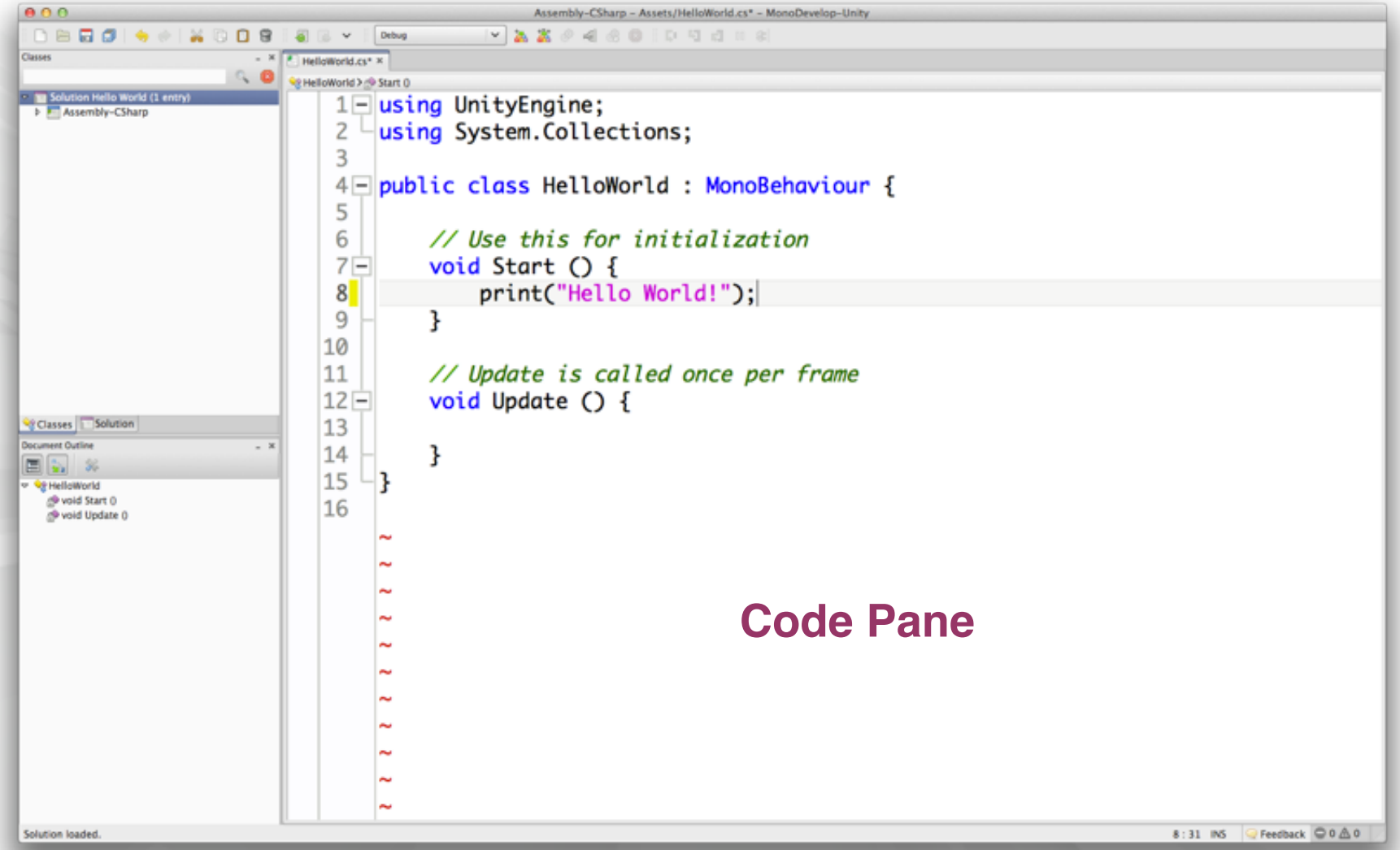



The MonoDevelop Window

# MonoDevelop: Unity's Code Editor




Code Pane

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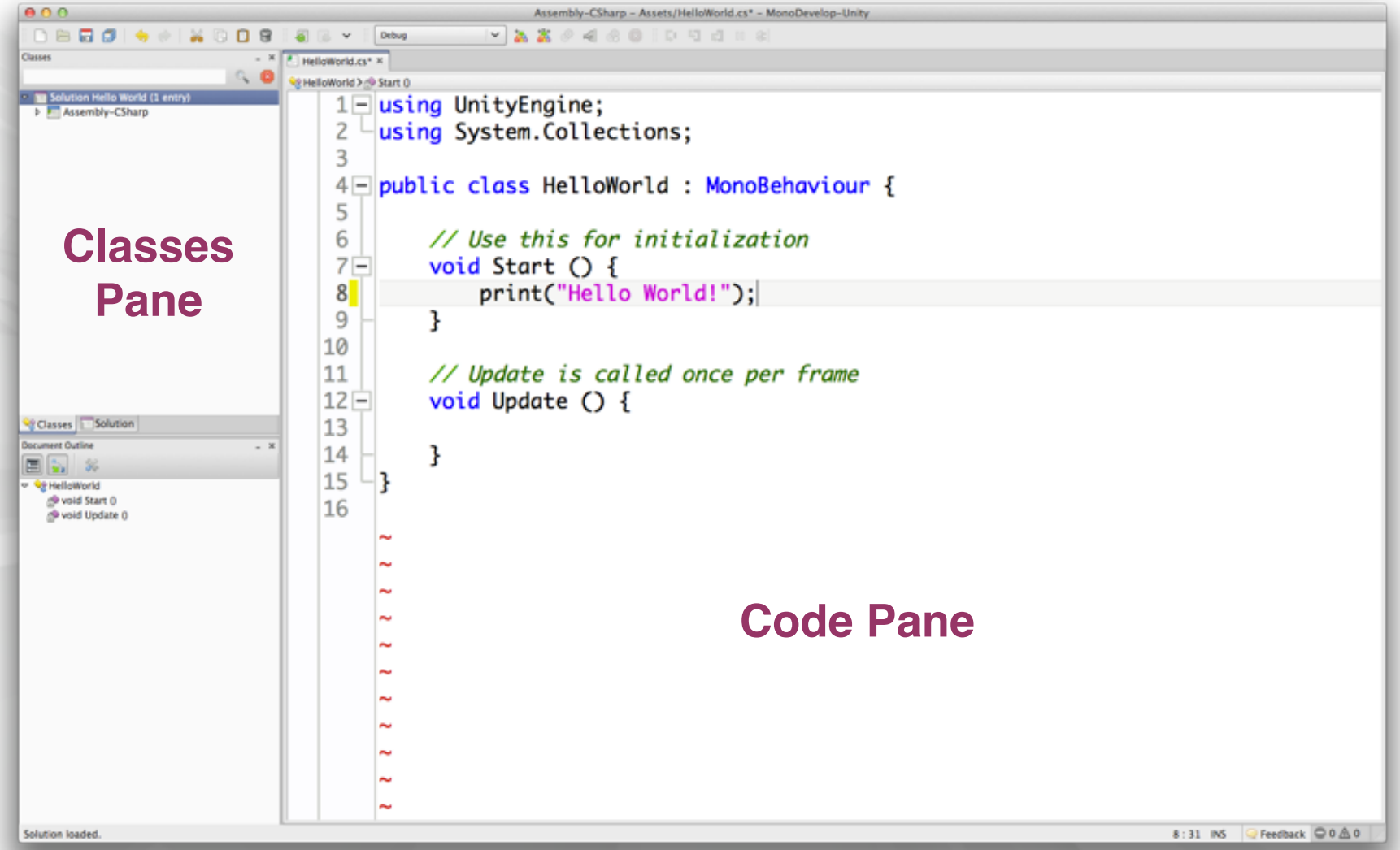


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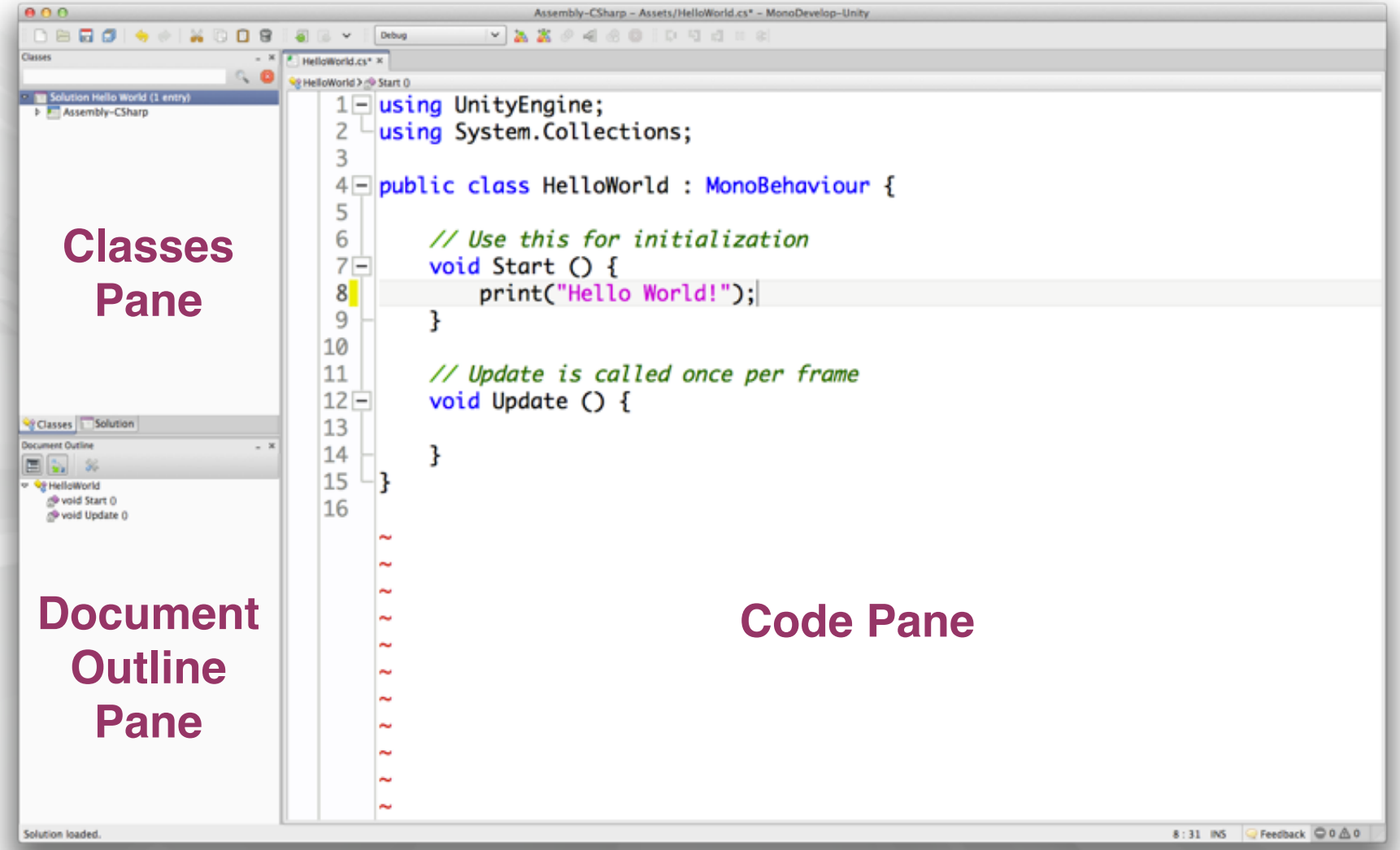


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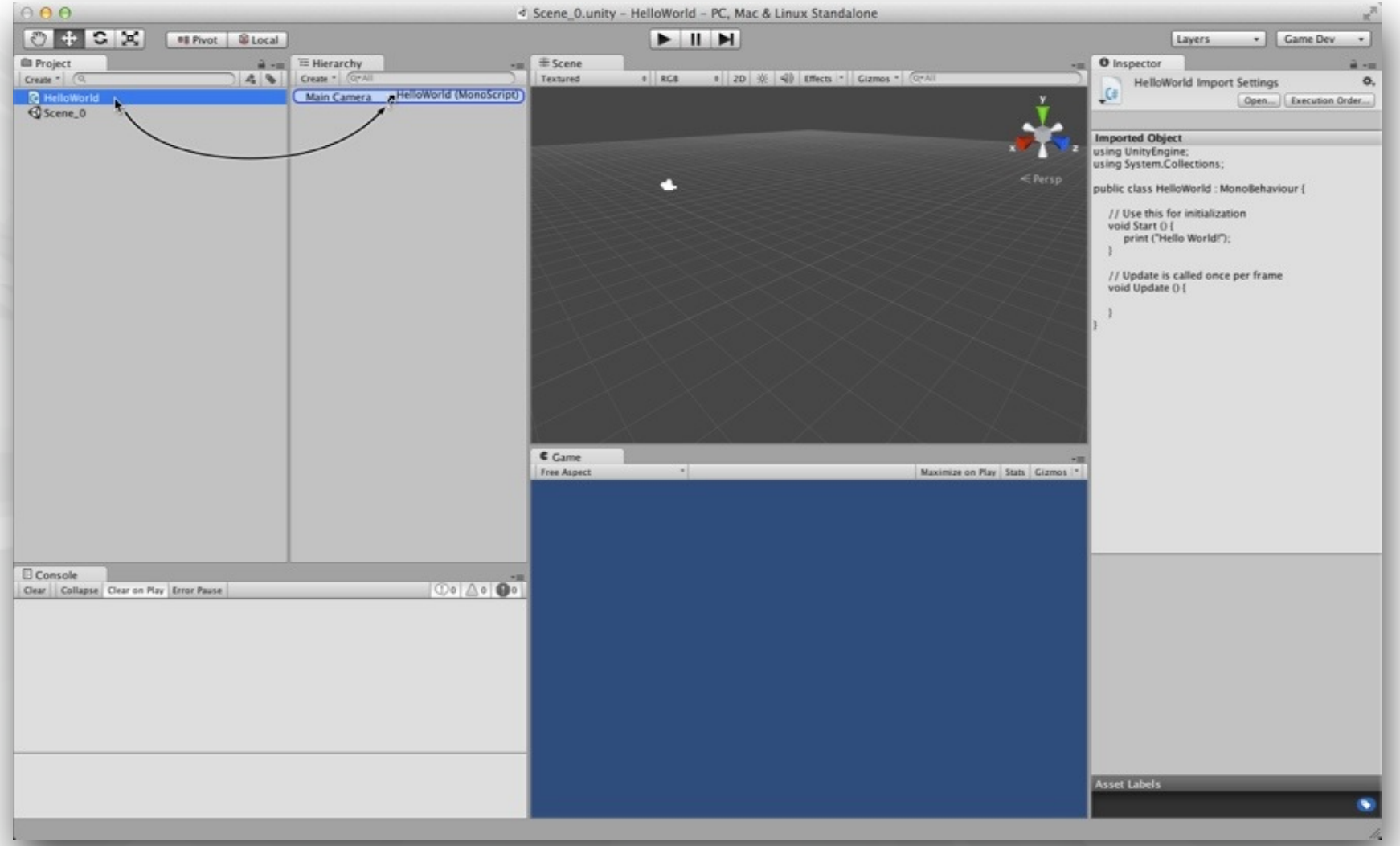
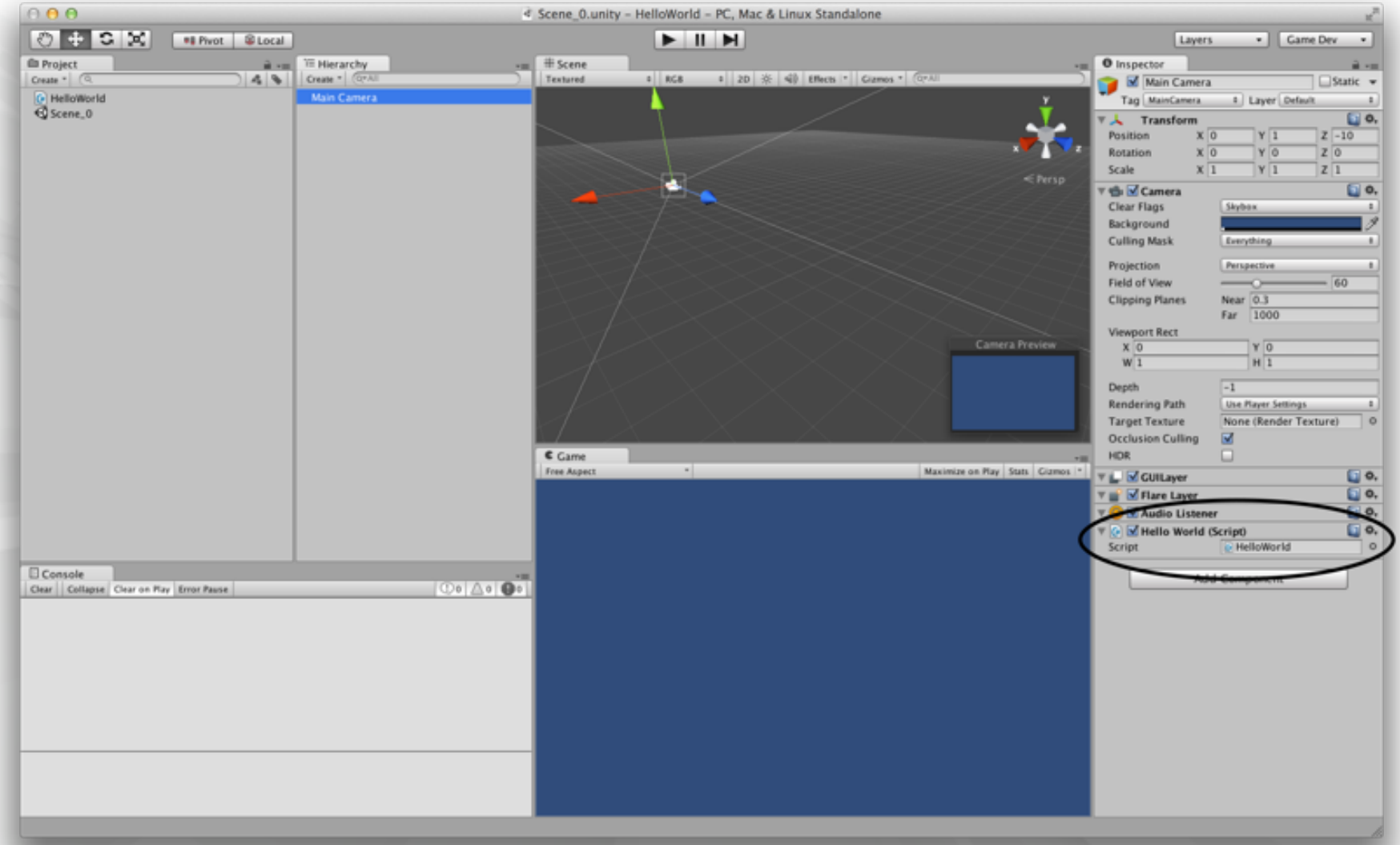
# Attaching Scripts to GameObjects




**To work in Unity, a C# script must be *attached* to a GameObject**

# Attaching Scripts to GameObjects




**This makes the script a *component* of the GameObject**

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    - Guaranteed to be called before Start()

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    - `Instantiate( gameObjectPrefab );`
- This is used in HelloWorld to create thousands of instances of a Cube GameObject prefab

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  - **Many times using Update()**
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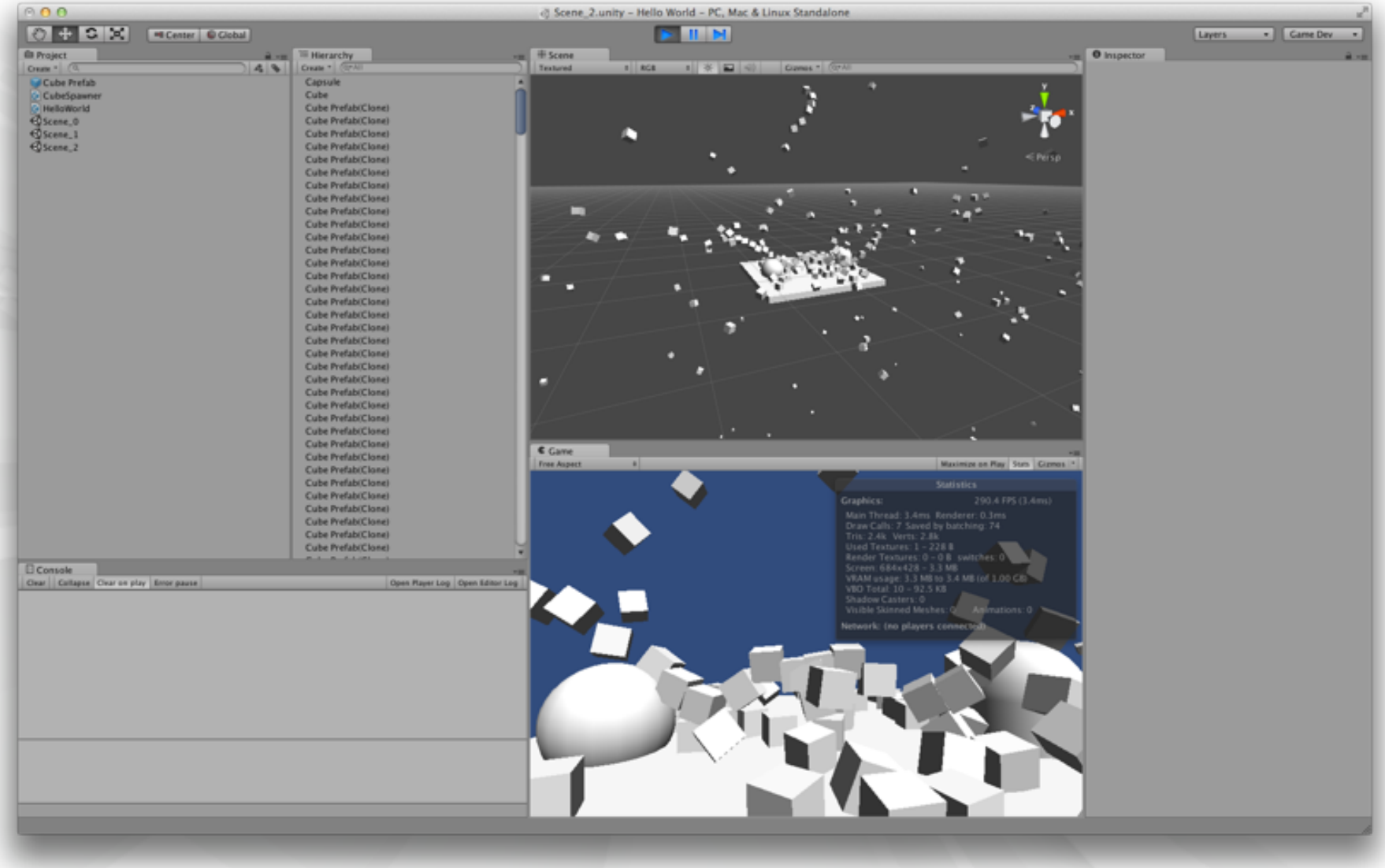
  - **Over other physically-modeled objects**

# The HelloWorld Project




The final HelloWorld scene

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