Discussion Questions 1

Provide short answers to the question listed below, post each answer and the associated question on the discussion board, and rate each your classmates answers to each question.

1. How does one declare a class variable in C#?

2. Write a C# script for a game object to call the function foo(), every 10 seconds after the game starts.

3. Write a C# fragment to change an object's texture, when the is store in the variable objectvariable and the texture is stored in the variable mytexture.

4. What C# fragment to add a new object, stored in the variable PrefaObject to Unity game at position (x,y,0) with no rotation?

5. Give a URL to a page that tells you how to find if the starting location for a new game object is empty.