

C# and numbers!
A fartastic lesson.



How did the fart game work?



Unity!

- We are going to use a program called Unity to run our C# code. No more Console!



This week, we will talk about how to do math in computer programming.

What are the answers to the following math questions?

$$3 \text{ ____ } 4$$

$$4 \text{ ____ } 3.9$$

$$2 \text{ ____ } 2$$

Your computer can do more than
1,000,000 of those math
problems in under a second.
So is the computer “smart”?

Think of the computer as...

- A really hyper dog! It always wants to do everything. You have to control it, and only let it do what it is supposed to **WHEN** it is supposed to.



Do recipe # 3!

Audio and pitch!

- See the demonstration of audio and pitch.
- What happens when you increase pitch?
- What happens when you decrease it?
- We're going to make a musical instrument, using pitch and Update.

Update()

To make the computer constantly wait for us to push the keys, we have to put our code in an Update() function. This means that the computer will **CONSTANTLY** (hundreds of times per second!) look at the code and see if it can do anything.

Do recipe # 4!