

# Unit 2: Scripting

## Lesson 5: Getting components and GameObjects

Activity 5 (🕒 10' minutes): **Matching definitions**

Match the following words on the left with the corresponding purpose or definition on the right. There is only one correct definition for each.

- |                       |   |
|-----------------------|---|
| <b>TAG</b>            | <del>Symbols to take a type as a parameter</del>          |
| <b>ANGLE BRACKETS</b> | <del>A generic file in Unity</del>                        |
| <b>FindWithTag</b>    | <del>The name of a GameObject</del>                       |
| <b>SCRIPT</b>         | <del>A string that identifies groups of GameObjects</del> |
|                       | Used to separate parameters in a function call            |
|                       | Function to get the tag of a GameObject                   |
|                       | A custom component containing code                        |
|                       | Function to find a GameObject by its tag                  |