

???

C#????? vs MonoBehaviour

Unity C# MonoBehaviour
MonoBehaviour
MonoBehaviour

1. C# Unity MonoBehaviour
2. C# new MonoBehaviour

C#	MonoBehaviour
C# Unity	Unity Unity
<pre>class Player { // }</pre>	<pre>class Enemy : MonoBehaviour { // }</pre>
<pre>new </pre> <pre>// p1 Player p1 = new Player();</pre>	<pre>new </pre> <pre>Enemy e = new Enemy(); // </pre>

C#

Unity `GameObject`

Can't add script



Can't add script behaviour 'Player'. The script needs to derive from MonoBehaviour!

OK

MonoBehaviour

Unity `GameObject`

Enemy (Script)

Script `Enemy`

??????

`GameObject`

`GameObject`

`MonoBehaviour`

`C#`

`C#`

???????

`private`

`public`

`public`

`MonoBehaviour`

`Unity`

`private`

`[SerializeField]`

`Inspector`

- `Unity`

Unity

```
class Car : MonoBehaviour
```

```
private
```

```
[SerializeField]
```

--	--	--	--	--	--	--	--

```
class Car : MonoBehaviour
```

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|---|--|--|--|--|--|
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|---|--|--|--|--|--|

--	--	--	--	--

public[][][][][][][]

Player

```
public
```

```
class Player
```

{

□// □□□□□□□□

```
public int Money;
```

}

```
private
```

[illegible]

```
class Player
```

{

```
// private
```

```
private int money;
```

//

```
public int GetMoney()
```

{

```
return money;
```

}

}

[illegible]

```
class Player
```

{

```
// Money
```

```
// get
```

```
// set
```

```
public int Money { get; private set; }
```

}

PlayerHP.cs

PlayerHP.cs

public class

```
class PlayerHP : MonoBehaviour
```

```
{
```

```
    // UnityInspector  
    [SerializeField]
```

```
    private int maxHP;
```

```
    // Inspector  
    public int nowHP;
```

```
}
```

PlayerHP.cs

PlayerHP.cs

maxHP = 120

nowHP = 50

+100

nowHP + 100 = 150

PlayerHP.cs

80

nowHP - 80 = -30

PlayerHP.cs

PlayerHP.cs

private

PlayerHP.cs

```
class PlayerHP : MonoBehaviour
```

```
{
```

```
    // UnityInspector  
    [SerializeField]
```

```
    private int maxHP;
```

```
    // Inspector  
    private int nowHP;
```

```
    // Inspector  
    public int GetHP()
```

```
{
```

```
        return nowHP;
```

```
}
```

```
    // Inspector  
    public int SetHP(int value)
```

```
{
```

```
        // Inspector  
        // Mathf.Min 2  
        nowHP = Mathf.Min(value, maxHP);
```

```
        // Mathf.Max 2  
        nowHP = Mathf.Max(value, 0);
```

```
}
```

```
}
```

SetHP

0 maxHP

PlayerHP.cs

PlayerHP.cs

PlayerHP.cs

```
class PlayerHP : MonoBehaviour
```

```
{
```

```
    // UnityInspector  
    [SerializeField]
```

```
    private int maxHP;
```

```
    // Inspector  
    private int nowHP;
```

????

□□□□□□□□□□□□□□□□

- □□□□□□□□□□□□□□□□ Item □
 - □□□□□□□□□□□□□□□□
 - □□□□□□□□□□□□
 - □□□

```
Item coin = new Item();
coin.Name = "銅貨";
coin.Count = 20;
```

□□

```
// 商品のクラス
class Item
{
    // 商品名
    private string name;

    // 商品数
    private int count;

    // 名前プロパティ
    public string Name {
        get { return name; }
        set { name = value; }
    }

    // 数値プロパティ
    public string Count {
        get { return count; }

        // 商品数は0以上であることを保証
        set { name = Mathf.Max(0, count); }
    }
}
```




```
// 测试代码
class RunTest : MonoBehaviour
{
    void Start()
    {
        Item coin = new Item();
        coin.Name = "硬币";
        coin.Count = 20;

        Item potion = new Item();
        potion.Name = "药水";
        potion.Count = 2;

        Item knife = new Item();
        knife.Name = "刀";
        knife.Count = 1;

        Inventory inv = new Inventory();
        inv.Add(coin);
        inv.Add(potion);
        inv.Add(knife);

        inv.Print();
    }
}
```

Revision #2

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