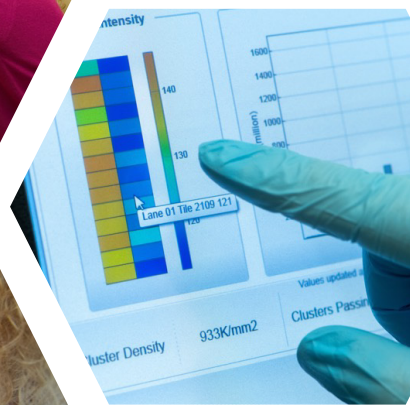


```

using UnityEngine;

public class HelloWorld : MonoBehaviour
{
    void Start()
    {
        Debug.Log("Hello World!");
    }
}

```



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