

## Practice1.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using System;
5
6 public class Practice1 : MonoBehaviour
7 {
8     // Start is called before the first frame update
9     void Start()
10    {
11        //①
12        DateTime dt = DateTime.Now;
13        Debug.Log(dt.ToString("yyyy/M/d H:mm:ss"));
14
15
16        //②
17        DateTime dt2 = DateTime.Now;
18        Debug.Log(dt2.AddYears(2));
19        Debug.Log(dt2.AddMonths(2));
20        Debug.Log(dt2.AddDays(-2));
21        Debug.Log(dt2.AddHours(2));
22        Debug.Log(dt2.AddMinutes(2));
23        Debug.Log(dt2.AddSeconds(2));
24
25
26        //③
27        DateTime dt3 = new DateTime(DateTime.Now.Year, DateTime.Now.Month, 1);
28        dt3 = dt3.AddMonths(1);
29        dt3 = dt3.AddDays(-1);
30        Debug.Log(dt3.Day);
31
32
33        //④
```

```
34 //2030年の日数を取得
35 int daysInMonth = DateTime.DaysInMonth(2030, 4);
36 int dayCount = 0;
37
38 //日数分ループ
39 for (int day = 1; day <= daysInMonth; day++)
40 {
41     DateTime currentDate = new DateTime(2030, 4, day);
42
43     //曜日判定
44     if (currentDate.DayOfWeek != DayOfWeek.Saturday &&
45         currentDate.DayOfWeek != DayOfWeek.Sunday)
46     {
47         dayCount++;
48     }
49 }
50 Debug.Log(dayCount);
51
52
53 //⑤
54 DateTime today = DateTime.Today;
55 bool isSaturday = false;
56
57 //今日を含む過去4日間をチェック
58 for (int i = 0; i <= 4; i++)
59 {
60     DateTime checkDate = today.AddDays(-i);
61     if (checkDate.DayOfWeek == DayOfWeek.Saturday)
62     {
63         isSaturday = true;
64         break;
65     }
66 }
67
68 if (isSaturday)
```

```
69     {
70         Debug.Log("土曜あり！");
71     }
72     else
73     {
74         Debug.Log("土曜なし！");
75     }
76
77
78     //⑥
79     DateTime todayData = DateTime.Today;
80
81     //今年と来年の誕生日を取得
82     DateTime birthdayThisYear = new DateTime(today.Year, 9, 19);
83     DateTime birthdayNextYear = new DateTime(today.Year + 1, 9, 19);
84
85     //次の誕生日を判定
86     DateTime nextBirthday;
87     if (todayData <= birthdayThisYear)
88     {
89         //今年の誕生日がまだ来ていない場合
90         nextBirthday = birthdayThisYear;
91     }
92     else
93     {
94         //今年の誕生日が過ぎている場合
95         nextBirthday = birthdayNextYear;
96     }
97     //日数を計算
98     int daysUntilBirthday = (nextBirthday - today).Days;
99     Debug.Log(daysUntilBirthday);
100 }
101
102 // Update is called once per frame
103 void Update()
```

```
104 {  
105  
106 }  
107 }  
108
```

## Practice2.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using System;
5
6 public class Practice2 : MonoBehaviour
7 {
8     private bool isRead;
9     private DateTime dtSet;
10
11     // Start is called before the first frame update
12     void Start()
13     {
14         //起動時に読み込む
15         ReadTime();
16     }
17
18     // Update is called once per frame
19     void Update()
20     {
21         //判定する設定になっていたら、判定開始
22         if (isRead)
23         {
24             //今の時間と判定時間を判定する
25             if (DateTime.Now >= dtSet)
26             {
27                 isRead = false;
28                 Debug.Log("1分経過後の時間：" + DateTime.Now);
29             }
30         }
31     }
32
33     public void ButtonClick()
```

```
34 {
35     //時間書き込み
36     DateTime dt = DateTime.Now;
37     string str = dt.ToBinary().ToString();
38     PlayerPrefs.SetString("KEY",str);
39     Debug.Log("ボタン押下した時間 : " + dt);
40
41     ReadTime();
42 }
43
44 private void ReadTime()
45 {
46     //時間読み込み
47     string str = PlayerPrefs.GetString("KEY", "none");
48
49     //セットされていない場合は読み込まない
50     if (str != "none")
51     {
52         long temp = Convert.ToInt64(str);
53         DateTime dt = DateTime.FromBinary(temp);
54
55         dtSet = dt.AddMinutes(1);
56         isRead = true;
57
58         Debug.Log("設定した時間 : " + dtSet);
59     }
60 }
61 }
62
```

## Practice3.cs

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using System;
5
6 public class Practice3 : MonoBehaviour
7 {
8     private int countTest;
9     private DateTime dtSet;
10
11     // Start is called before the first frame update
12     void Start()
13     {
14         ReadCount();
15     }
16
17     // Update is called once per frame
18     void Update()
19     {
20         //常に判定
21         if (DateTime.Now >= dtSet)
22         {
23             dtSet = dtSet.AddSeconds(30);
24             countTest++;
25             PlayerPrefs.SetInt("COUNT1", countTest);
26             Debug.Log("カウント数 : " + countTest);
27         }
28     }
29
30     private void ReadCount()
31     {
32         int nextCount;
33         DateTime dt;
```

```
34
35 //カウント読み込み
36 countTest = PlayerPrefs.GetInt("COUNT1", 0);
37 Debug.Log("読み出したカウント数：" + countTest);
38
39 //時間を読み込み
40 string str = PlayerPrefs.GetString("KEY1", "none");
41
42 //セットされていない場合は読み込まない
43 if (str != "none")
44 {
45     long temp = Convert.ToInt64(str);
46     dt = DateTime.FromBinary(temp);
47
48     //カウント加算
49     TimeSpan ts = DateTime.Now - dt;
50     int gainedCount = (int)(ts.TotalSeconds / 30);
51     countTest += gainedCount;
52
53     //次のカウント
54     nextCount = (int)(ts.TotalSeconds % 30);
55 }
56 else
57 {
58     //未セットの場合は30秒後
59     nextCount = 30;
60     dt = DateTime.Now;
61 }
62
63 Debug.Log("再開してプラスされたカウント数：" + countTest);
64
65 //次の時間を設定
66 dtSet = dt.AddSeconds(nextCount);
67 }
```

68 ]

69