

Calling methods from a separate script

Let's say you have script A that accesses a method from script B.

Would it be more performant to merge script A and B together? Let's see!

```
public Fibonacci FibonacciInstance;

[RecursiveMethod]
private int FibonacciRecursive(int n)
{
    if (n <= 0)
        return 0;
    else
        return 1 + FibonacciRecursive(n - 1);
}

public override void Benchmark1()
{
    for (int i = 0; i < 10000; i++)
    {
        FibonacciRecursive(2);
    }
}

public override void Benchmark2()
{
    for (int i = 0; i < 10000; i++)
    {
        FibonacciInstance.FibonacciRecursive(2);
    }
}
```

Both methods do the same thing :

- `Benchmark1` calls `FibonacciRecursive` in the same script
- `Benchmark2` calls `FibonacciRecursive` from a separate script

B1 : 236.120 ms

B2 : 305.513ms (1.29 times slower)

So yes, calling a method from a separate script affects the performance.

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