GetComponent<>()

Many of you may already know that calling `GetComponent` is pretty expensive in Unity.

But how expensive is it in Udon? Let's see!

I executed two methods `Benchmark1` and `Benchmark2` and compared their execution time.

```
public override void Benchmark1()
{
    Labyrinth labyrinth = GetComponent<Labyrinth>();
    for (int i = 0; i < 1000; i++)
    {
        labyrinth.InitGrid(2, 2);
    }
}

public override void Benchmark2()
{
    for (int i = 0; i < 1000; i++)
    {
        Labyrinth labyrinth = GetComponent<Labyrinth>();
        labyrinth.InitGrid(2, 2);
    }
}
```

Both methods do the same thing, except that `Benchmark2` calls `GetComponent` inside a for-loop

> B1 : 60.0576 ms
> B2 : 111.367 ms (1.85 times slower)

> The difference is very noticeable, I'ld hightly recommend to call GetComponent<>() only once, for instance in Start()

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