a)

A is the 3D modeling object's coordinates. Responsible for transforming model into world coordinates.

B is the 3D world coordinates. Responsible for transforming model into eye coordinates. .

C is the View orientation matrix. Responsible for view reference coordinates which provides perspective.

D is the view mapping matrix. Responsible for normalized projection coordinates.

E is the 2D device coordinates. Transform model into 2D screen coordinates.

b)