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(1) The Scene view is a visual representation of the current scene, where you can select, move, rotate, and scale game objects. The Hierarchy view displays all game objects in the current scene, allowing you to organize them by parent-child relationships. The Inspector view displays detailed information about the currently selected game object, including its components.

(2) By using the Transform tools in the Scene view or by modifying its Transform component in the Inspector view. One difficulty in controlling game objects could be selecting the correct axis or plane to operate.

(3) The most important ones are those within the Assets folder, which contains all of the project’s assets such as scripts, models, textures. Library, Temp, and obj folders are generated by Unity itself.