5)

a) Collision detection in Unity occurs when two objects with colliders interact. Unity provides methods like OnCollisionEnter(), which are triggered when two objects collide. To detect a collision, one of the objects must have a Rigidbody attached. The method can be used in scripts to respond to collisions.

b) True: Each GameObject with its own instance of a C# script handles collisions independently. Unity treats each instance of the script as unique, so collisions detected by one object don’t interfere with others.

c) GetComponent<T>() is used to access a component attached to a GameObject, such as accessing a Rigidbody to apply forces or get its velocity. You can retrieve any component of a GameObject using this method.