a) The world coordinate system is a global reference frame in which objects' positions and movements are defined relative to a fixed origin (0,0,0).

Example: In a 3D game, the ground might always be level relative to the global coordinates, regardless of the player's position.

b) The local coordinate system defines an object’s position and movement relative to its own orientation, rather than the global space.

Example: A car's forward direction is determined by its own local coordinates, so driving forward moves the car in the direction it's facing.

c) Vector3 is a structure in Unity that represents a point or direction in 3D space using three components (x, y, z).

Example: `Vector3.forward` represents a direction of (0, 0, 1), moving an object forward, while `Vector3.up` is (0, 1, 0), representing the upward direction.

d) The Rigidbody.AddRelativeForce function applies a force to an object based on its local coordinate system.

Example: A rocket ship can be propelled forward along its current direction using this function, no matter its orientation in world space.

e) The Input.GetKey function checks if a specific key on the keyboard is currently being pressed.

Example: Input.GetKey(KeyCode.Space) will return `true` if the spacebar is held down, allowing a character to keep jumping.