3) OnCollisionEnter is called as soon as the cube and plane touch. No other functions are called.

4) The cube floats in the air in its original place, and no functions are called.

5) No functions are called.

6) OnTriggerStay is called as soon as the cube and the plane intersect.

OnTriggerExit is called as soon as the cube exits the plane.

7) No functions are called, the cube floats in the air in its original place like in part 4.