5a.

The event OnCollisionEnter can be used to detect collisions in Unity. The callback has an “other” Collision object to detect what was run into. This can be used in combination with tags to figure out what to do if a certain object is collided with.

5b.

Each object gets its own separate instance of the script that is added. It handles its own events, including OnCollisionEnter.

5c.

GetComponent is used to get any component that was added to a GameObject. We used it, for example, to lock rotation axis through the rigidbody component.