1. Client-Server relationship is a networked communication method between service requestors (clients) and service providers (servers). The client-server connection is established through a network or the Internet. Examples: Database server, Search engine, etc.

2. glutPostRedisplay does not call the display function immediately. Rather it sends a signal to the Glut system to request a redisplay in the next system cycle. So if there are multiple glutPostRedisplay calls within the same function, it only leads to one redisplay (at the next cycle). So it is usually more efficient.

3. (a) 2000x1500x3 bytes
   (b) $2^{24}$ distinct colors; 2000x1500 different colors per frame.
   (c) 2000x1500x3x120 bytes / second

4. 
   ```
   glBegin(GL_TRIANGLES)
   for (int i=0; i<n; i++) {
       glVertex3f(r*cos(i*360/n), r*sin(i*360/n), 0);
       glVertex3f(r*cos((i+1)*360/n), r*sin((i+1)*360/n), 0);
       glVertex3f(r*cos(i*360/n), r*sin(i*360/n), 1);
   }
   glEnd();

   glBegin(GL_TRIANGLE_STRIP)
   for (int i=0; i<=n; i++) {
       glVertex3f(r*cos(i*360/n), r*sin(i*360/n), 0);
       glVertex3f(r*cos(i*360/n), r*sin(i*360/n), 1);
   }
   glEnd();
   ```

5. GL LINES
   ![GL LINES Diagram]

   GL LINE STRIPS
   ![GL LINE STRIPS Diagram]

   GL TRIANGLES
   ![GL TRIANGLES Diagram]

   GL TRIANGLE STRIP
   ![GL TRIANGLE STRIP Diagram]