Exercise 1

Exercise 2

This differs from the original image because the light diffuses away from the source, the hue of the light also looks a lot more realistic since it slowly diffuses with the texture when we move the object as opposed to the first exercise where the diffusion is dependent on your position.

Exercise 3 (multiply texture coord by 4 in vertex shader)

Exercise 3 (GL_REPEAT->GL_CLAMP)