1. A hexagon can be tiled with triangles in several ways as shown below. For each question, answer by listing in the vertices in the correct order that would used by a call to `glDrawArrays` using the specified rendering modes.

(a) What order of vertices from $v_0 - v_5$ should be used to render the four triangles shown to the right, when rendering using `GL_TRIANGLES` mode? If it is possible, make all four triangles front-facing as shown. How many vertices are in your list? Are all of your four triangles are front-facing?

(b) What order of vertices from $v_0 - v_5$ should be used to render the four triangles shown to the right, when rendering using `GL_TRIANGLE_FAN` mode? If it is possible, make all four triangles front-facing as shown. How many vertices are in your list? Are all of your four triangles are front-facing?

(c) What order of vertices from $v_0 - v_5$ should be used to render the four triangles shown to the right, when rendering using `GL_TRIANGLE_STRIP` mode? [Hint: Start with either $v_0$ or $v_3$.] If it is possible, make all four triangles front-facing as shown. How many vertices are in your list? Are all of your four triangles are front-facing?