A vertex array object is a spreadsheet that contains the information about the geometry and appearance of the shape we want to render. The vertex array object consists of one or few vertex buffers containing vertex attributes (numbers sitting on vertices) and an index buffer that describes how the vertices are connected into triangles.

For a simple example (e.g. HelloSquare.cpp in Programming HW0 ignoring the color attributes), the following list of 2D coordinates and indices will be parsed by the shaders and rasterizers to produce a square.

```
VertexBuffer = (-0.5, -0.5, 0.5, -0.5, 0.5, 0.5, -0.5, 0.5);
IndexBuffer = (0, 1, 3, 2, 3, 1).
```

To clarify a possible ambiguity: the vertex buffer is parsed by the vertex shader as input variable of type `vec2`.

**Exercise 1.1** Modifying only the above buffers, what would be a possible list of numbers in the buffers that would give rise to the shape on the right? (The lengths of the above arrays may be modified.)

```
VertexBuffer = ?  IndexBuffer = ?
```