**Midterm Exercise**

**Flying Hexagons**

You are requested to develop a simple animation using OpenGL. In this animation, hexagons are spawning in distant at random locations with a constant frequency, say one per second.

The hexagons moving forward toward the screen as they are spinning in-place. They disappear once they pass through the screen.

Note that the number and initial position of the balloons have to be totally randomized.

Finally, apply texture to hexagons. use an arbitrary image for the texture.