

```
ellipse(x, y, w, h);
```

```
rect(x, y, w, h);
```

```
line(x1, y1, x2, y2);
```

```
triangle(x1, y1, x2, y2, x3, y3);
```

```
fill(g);
```

```
fill(r, g, b, a);
```

```
stroke(r, g, b, a);
```

```
strokeWeight(weight);
```

```
background(r, g, b, a);
```

```
random(max);
```

```
second();
```