**Name: “gravity”**

**Examples:**

Insert examples here.

**Description:**

Creates a simple gravity formula for use on moving objects with a velocity (v);

**Syntax:**

void gravity(float g){

//add gravity to velocity

v += g;

//add velocity to the ball's y-position

y += v;

**Parameters:**

Name and describe parameters here

**Returns:**

What type of data does it return?

**Other notes:**

Anything else?

**Name: “gravity”**

**Examples:**

Insert examples here.

**Description:**

Insert description here

**Syntax:**

Demonstrate syntax here

**Parameters:**

Name and describe parameters here

**Returns:**

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**Examples:**

Insert examples here.

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**Other notes:**

Anything else?