**Name: gravity(g)**

**Examples:**

float x;

float y;

float diam;

float v;

void setup(){

size(800,600);

background(0);

x = width/2;

y = height/2;

diam = 50;

v = random(-7,7);

}

void draw(){

background(0);

//color ellipse

stroke(20,50,20);

fill(20,50,20);

//call mouseGravity function

gravity(.1);

ellipse(x,y,diam,diam);

if(y + diam/2 > height){

y = height - diam/2;

v = -v;

}

**Description:**

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

**Syntax:**

gravity()

**Parameters:**

Name and describe parameters here

**Returns:**

void

**Other notes:**

The function requires a

**Name: “gravity”**

**Examples:**

Insert examples here.

**Description:**

Insert description here

**Syntax:**

Demonstrate syntax here

**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:**

What type of data does it return?

**Other notes:**

Anything else?