Unit 8 - Custom Function #1

```
//Setup Procedure - Runs Once to Set the Canvas
void setup()  {
    size (600,  400);
    background(43, 101, 236) ;

    drawShark(108, 119, 128);
    drawBubble(0, 255, 255);
    drawSeaweed(11, 123, 139);

}

// Draw Function - Runs on Repeat
drawOceanScene = function () {
    fill(236, 232, 221);
    fill(231, 254, 255);
    fill(38, 102, 54);
    ellipse(mouseX  ,mouseY  ,40,  40);
}
```