Drawing a Sea Creature (1 class)

PURPOSE:  Learn how to use mouse interaction in Processing.  Practice functions and variables in Java.

TASK:  Write a processing program which draws a sea creature of your design every time you click on the screen with the mouse at the mouse location.

\* Your setup() function will need to create the window. Make the window 800x800 pixels.

\*  You need to have a draw() function so that your window listens for mouse events but it should be empty

\*  You need to write a function which, when given an x and y position (two input variables), draws a sea creature centered around that position. Your sea creature should not be bigger than 150x150 pixels.

\*  You will need a mouseClicked() function which runs your drawing-sea-creature function.