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

rect(x, y, w, h);

line(x1, y2, x2, y2);

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

fill(r, g, b, a);

stroke(r, g, b, a);

strokeWeight(weight);

background(r, g, b, a);

random(max);

second();
```