**Lottery restart - Resetting an Array**

**Resetting the Player Array**

Continuing from where we left in the last lesson. We've picked the winner, we've opened the lottery and ... what do we do with the players already in the array? They've had their chance to win and they didn't.

We add the following line inside the fulfillRandomWords function:

s\_players = new address payable[](0);

This initializes a new empty array over the existing array, which is another way of saying **we wipe out the existing array**.

Additionally, given that we are starting up a fresh raffle, we also need to bring the s\_lastTimeStamp to the present time.

s\_lastTimeStamp = block.timestamp;

The last thing we need to do is to emit an event that logs the fact that we picked a winner.

Put this in your events section: event PickedWinner(address winner);.

And emit it as the last line of the fulfillRandomWords function: emit PickedWinner(winner);.

Run a forge build to make sure everything compiles.

Great job!