**Code the clear button: Overview**

Right now, our "clear" button doesn't do what it's supposed to do. The handler for this button, clearButtonHandler, simply sets playing back to false (meaning we've stopped the game from playing), and sets the startButton back to "start". So what do we want the "clear" button to actually do?

Well, along with what it already does, we want it to clear out the grid. That means, both the grid in the view (all the table cells), as well as the grid state in the game (in the grid and newGrid arrays). We already have a function to clear the two arrays (resetGrids), so we can call that from clearButtonHandler. We're also going to need to add the code to make sure all the cells in the table---that is, the grid in the view---are set back to dead by giving them all the class "dead". Oh, and don't forget, if you click the "clear" button, you'll also need to clear the timer so we don't call play again until you click the "start" button.

Check out the details of how we implement the clear button in the next lesson's video, and then get the code added.