WEB:

var canvas = document.getElementById("myCanvas");

var ctx = canvas.getContext("2d");

var ballRadius = 10;

var x = canvas.width/2;

var y = canvas.height-30;

var dx = 2;

var dy = -2;

var paddleHeight = 10;

var paddleWidth = 75;

var paddleX = (canvas.width-paddleWidth)/2;

var rightPressed = false;

var leftPressed = false;

document.addEventListener("keydown", keyDownHandler, false);

document.addEventListener("keyup", keyUpHandler, false);

function keyDownHandler(e) {

if(e.key == "Right" || e.key == "ArrowRight") {

rightPressed = true;

}

else if(e.key == "Left" || e.key == "ArrowLeft") {

leftPressed = true;

}

}

function keyUpHandler(e) {

if(e.key == "Right" || e.key == "ArrowRight") {

rightPressed = false;

}

else if(e.key == "Left" || e.key == "ArrowLeft") {

leftPressed = false;

}

}

function drawBall() {

ctx.beginPath();

ctx.arc(x, y, ballRadius, 0, Math.PI\*2);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

}

function drawPaddle() {

ctx.beginPath();

ctx.rect(paddleX, canvas.height-paddleHeight, paddleWidth, paddleHeight);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

}

function draw() {

ctx.clearRect(0, 0, canvas.width, canvas.height);

drawBall();

drawPaddle();

if(x + dx > canvas.width-ballRadius || x + dx < ballRadius) {

dx = -dx;

}

if(y + dy > canvas.height-ballRadius || y + dy < ballRadius) {

dy = -dy;

}

if(rightPressed) {

paddleX += 7;

if (paddleX + paddleWidth > canvas.width){

paddleX = canvas.width - paddleWidth;

}

}

else if(leftPressed) {

paddleX -= 7;

if (paddleX < 0){

paddleX = 0;

}

}

x += dx;

y += dy;

}

setInterval(draw, 10);

WRITTEN:

        var canvas = document.getElementById("arena");

        var ctx = canvas.getContext("2d");

        var x = canvas.width/2;

        var y = canvas.height-400;

        var dx = 0;

        var dy = 2;

        var cursorHeight=15;

        var cursorWidth=100;

        var cursorLoc=(canvas.width-cursorWidth) / 2;

        var rightPressed = false;

        var leftPressed = false;

        document.addEventListener("keydown",keyDownHandler,false)

        document.addEventListener("keyup",keyUpHandler,false)

        function keyDownHandler(e) {

            if (e.key=="Right" || e.key=="ArrowRight") {

                rightPressed=true;

            }

            else if (e.key=="Left" || e.key=="ArrowLeft") {

                leftPressed=true;

        }

        function keyUpHandler(e) {

            if (e.key=="Right" || e.key=="ArrowRight") {

                rightPressed=false;

            }

            else if (e.key=="Left" || e.key=="ArrowLeft") {

                leftPressed=false;

        }

        function drawBall() {

            ctx.beginPath();

            ctx.arc(x, y, 10, 0, Math.PI\*2);

            ctx.fillStyle = "#f00";

            ctx.fill();

            ctx.closePath();

        }

        // function drawCursor() {

        //     ctx.beginPath();

        //     ctx.fillRect(cursorLoc, 500-cursorHeight-10, cursorWidth, cursorHeight);

        //     ctx.fillStyle = "red";

        //     ctx.fill();

        //     ctx.closePath();

        // }

        function drawCursor() {

            ctx.beginPath();

            ctx.rect(CursorLoc, canvas.height-cursorHeight, cursorWidth, cursorHeight);

            ctx.fillStyle = "#0095DD";

            ctx.fill();

            ctx.closePath();

        }

        function clearDraw() {

            ctx.clearRect(0,0,1000,500);

            drawBall();

            drawCursor();

            if(rightPressed) {

                cursorLoc += 7;

                if (CursorLoc + cursorWidth > canvas.width){

                    CursorLoc = canvas.width - cursorWidth;

                }

            }

            else if(leftPressed) {

                cursorLoc -= 7;

                if (cursorLoc < 0){

                    cursorLoc = 0;

                }

            }

            x += dx;

            y += dy;

        }

        setInterval(clearDraw,10)

**BOLA MANTUL BAWAH atau GAME OVER:**

var canvas = document.getElementById("myCanvas");

var ctx = canvas.getContext("2d");

var ballRadius = 10;

var x = canvas.width/2;

var y = canvas.height-30;

var dx = 2;

var dy = -2;

var paddleHeight = 10;

var paddleWidth = 75;

var paddleX = (canvas.width-paddleWidth)/2;

var rightPressed = false;

var leftPressed = false;

document.addEventListener("keydown", keyDownHandler, false);

document.addEventListener("keyup", keyUpHandler, false);

function keyDownHandler(e) {

if(e.key == "Right" || e.key == "ArrowRight") {

rightPressed = true;

}

else if(e.key == "Left" || e.key == "ArrowLeft") {

leftPressed = true;

}

}

function keyUpHandler(e) {

if(e.key == "Right" || e.key == "ArrowRight") {

rightPressed = false;

}

else if(e.key == "Left" || e.key == "ArrowLeft") {

leftPressed = false;

}

}

function drawBall() {

ctx.beginPath();

ctx.arc(x, y, ballRadius, 0, Math.PI\*2);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

}

function drawPaddle() {

ctx.beginPath();

ctx.rect(paddleX, canvas.height-paddleHeight, paddleWidth, paddleHeight);

ctx.fillStyle = "#0095DD";

ctx.fill();

ctx.closePath();

}

function draw() {

ctx.clearRect(0, 0, canvas.width, canvas.height);

drawBall();

drawPaddle();

if(x + dx > canvas.width-ballRadius || x + dx < ballRadius) {

dx = -dx;

}

if(y + dy < ballRadius) {

dy = -dy;

}

else if(y + dy > canvas.height-ballRadius) {

if(x > paddleX && x < paddleX + paddleWidth) {

dy = -dy;

}

else {

alert("GAME OVER");

document.location.reload();

clearInterval(interval); // Needed for Chrome to end game

}

}

if(rightPressed && paddleX < canvas.width-paddleWidth) {

paddleX += 7;

}

else if(leftPressed && paddleX > 0) {

paddleX -= 7;

}

x += dx;

y += dy;

}

var interval = setInterval(draw, 10);