

1.

```
function restartGame() {  
  // this is charged.  
  startGame();  
  document.getElementById("myFilter").style.display = "none";  
  document.getElementById("myRestartbutton").style.display = "none";  
  myGameArea.stop();  
  myGameArea.clear();  
  myGameArea = {};  
  myGamePieces = {};  
  myObstacles = {};  
  myScore = {};  
  document.getElementById("remain-life").innerHTML = this.life;  
  document.getElementById("canvas-container").innerHTML = "";  
  startGame();  
}
```

2.

```
myGamePiece = new component(30, 30, "blue", 10, 75);
```

```
myObstacles.push(new component(10, height, "yellow", x, 0));  
myObstacles.push(new component(10, x - height - gap, "yellow", x, height + gap));
```

3.

```
function pause() {  
  myGameArea.pause = !myGameArea.pause;  
}  
</script>  
<div><button onclick="pause()">pause</button></div>
```

4.