```javascript
 1 const gravity = 2;
 2 let c = 10;
 3 let bricks = [];
 4 let balls = [];
 5 let interval = null;
 6 let hero = null;
 7 let canvas = null;
 8 let ctx = null;
 9
10 function keyDownHandler(e) {
11     console.log("you pressed", e.keyCode);
12     if (e.keyCode === 37) {
13         hero.going_left = true;
14         hero.looking = -1;
15     }
16     if (e.keyCode === 39) {
17         hero.going_right = true;
18         hero.looking = 1;
19     }
20     if (e.keyCode === 38) {
21         hero.jump();
22     }
23     if (e.keyCode === 32) {
24         let ball = new Ball(hero.x + hero.width / 2, hero.y + hero.height / 2);
25         ball.dy = -15;
26         ball.dx = hero.looking * 10;
27         if (hero.dx !== 0)
28             ball.dx = ball.dx * 2;
29         balls.push(ball);
30     }
31 }
32
33 document.addEventListener('keydown', keyDownHandler);
34
35 document.addEventListener('keyup', function (e) {
36     if (e.keyCode === 37) {
37         hero.going_left = false;
38     }
39     if (e.keyCode === 39) {
40         hero.going_right = false;
41     }
42 });
43
44 function startGame() {
```

```
45        canvas = document.getElementById("canvas");
46        ctx = canvas.getContext("2d");
47        c = canvas.height / (level.length);
48        hero = new Hero(5,5);
49        for (let i = 0; i < level.length; i++)
50            for (let j = 0; j < level[i].length; j++) {
51                if (level[i][j] === 1) {
52                    bricks.push(new Brick(c, c, "red", j * c,
   i * c));
53                }
54            }
55        interval = setInterval(()=>{update(ctx)}, 40);
56 }
57
58 function update() {
59     balls.forEach((ball) => {
60         ball.update();
61         if ((Math.abs(ball.dx) < 1) && (Math.abs(ball.dy)
   < 1))
62             balls.splice(balls.indexOf(ball),1)
63     });
64     hero.update(bricks);
65     drawAll();
66 }
67
68 function drawAll() {
69     ctx.clearRect(0, 0, this.canvas.width, this.canvas.
   height);
70     bricks.forEach((brick) => brick.draw());
71     balls.forEach((ball) => ball.draw());
72     hero.draw();
73 }
74
```