

```
1  onEvent("btnPlay", "click", function(event) {
2      setScreen("playScreen");
3      Time();
4  });
5
6  onEvent("Catimage", "click", function(event) {
7      setPosition("Catimage",randomNumber(0,200),randomNumber(0,395));
8      getText("Score", Score);
9      Score = Score + 1;
10     setText("Score", Score);
11 });
12
13 onEvent("btnRestart", "click", function(event) {
14     setScreen("playScreen");
15     seconds = 30;
16     Score = 0;
17     setText("Time", seconds);
18     setText("Score", Score);
19     Time();
20 });
21
22 onEvent("btnPause", "click", function(event) {
23     setScreen("PauseScreen");
24     clearInterval(myInterval);
25 });
26
27 onEvent("btnResume", "click", function(event) {
28     setScreen("playScreen");
29     Time();
30 });
31
32 onEvent("btnRestart1", "click", function(event) {
33     setScreen("playScreen");
34     seconds = 30;
35     Score = 0;
36     setText("Time", seconds);
37     setText("Score", Score);
38     Time();
39 });
40
41 function Time() {
42     myInterval = setInterval(function() {
43         seconds = seconds - 1;
44         setText("Time", seconds);
45
46         if (seconds === 0){
47
48             if (Score > HighScore) {
49                 HighScore = Score;
50                 setKeyValue("HighScore", Score, function () {
51                     setText("HighScore", HighScore);
52                 });
53             }

```

```
54     setText("txtScore", "You have received a score of " + Score + " Nyan Cats that  
55     you clicked!!");  
56     setScreen("GameOverScreen");  
57     clearInterval(myInterval);  
58     }  
59     }, 1000);  
60 }
```