4. Animaciones con JavaScript 4.1 Ejemplo tren: https://plnkr.co/edit/LabvtJ7jitdbsN6BXuQ1?p=preview&preview Varía el código para que el tren

a) aumente/disminuya su velocidad.

<!DOCTYPE HTML>

<html>

<head>

<style>

#train {

position: relative;

cursor: pointer;

}

</style>

</head>

<body>

<img id="train" src="https://educacion30.b-cdn.net/wp-content/uploads/2019/06/homer.gif" width="100px">

<script>

train.onclick = function() {

let start = Date.now();

let timer = setInterval(function() {

let timePassed = Date.now() - start;

train.style.left = timePassed / 1 + 'px';

if (timePassed > 2000) clearInterval(timer);

}, 20);

}

</script>

</body>

</html>

b) Aumente/disminuya la longitud del trayecto

<!DOCTYPE HTML>

<html>

<head>

<style>

#train {

position: relative;

cursor: pointer;

}

</style>

</head>

<body>

<img id="train" src="https://educacion30.b-cdn.net/wp-content/uploads/2019/06/homer.gif" width="100px">

<script>

train.onclick = function() {

let start = Date.now();

let timer = setInterval(function() {

let timePassed = Date.now() - start;

train.style.left = timePassed / 5 + 'px';

if (timePassed > 3000) clearInterval(timer);

}, 10);

}

</script>

</body>

</html>

c) Realice el recorrido en pasos marcados y más lentos

<!DOCTYPE HTML>

<html>

<head>

<style>

#train {

position: relative;

cursor: pointer;

}

</style>

</head>

<body>

<img id="train" src="https://educacion30.b-cdn.net/wp-content/uploads/2019/06/homer.gif" width="100px">

<script>

train.onclick = function() {

let start = Date.now();

let timer = setInterval(function() {

let timePassed = Date.now() - start;

train.style.left = timePassed / 5 + 'px';

if (timePassed > 3000) clearInterval(timer);

}, 500);

}

</script>

</body>

</html>