**ANIMATION CODE:**

Dim psx As Integer

Dim bsy As Integer

Private Sub Form\_KeyDown(KeyCode As Integer, Shift As Integer)

If KeyCode = vbKeyRight Then

psx = 1

End If

If KeyCode = vbKeyLeft Then

psx = -1

End If

End Sub

Private Sub Form\_Load()

psx = 1

bsy = 1

End Sub

Private Sub Form\_MouseDown(Button As Integer, Shift As Integer, X As Single, Y As Single)

If Button = 1 Then

psx = psx \* -1

End If

If Button = 2 Then

bomb.Move Image1.Left, Image1.Top

bomb.Visible = True

Timer2.Enabled = True

End If

End Sub

Private Sub Timer1\_Timer()

Image1.Move Image1.Left + psx \* 80, Image1.Top

If Image1.Left + Image1.Width > Width Then

psx = psx \* -1

End If

If Image1.Left < 0 Then

psx = psx \* -1

End If

End Sub

Private Sub Timer2\_Timer()

bomb.Move bomb.Left, bomb.Top + bsy \* 80

End Sub