```
// pos is the PacMan image position variable- it is set to 0 initially
var pos = 0;
//pageWidth is the width of the webpage. This is later used to calculate when Pac-
Man needs to turn around.
let pageWidth = window.innerWidth;
//This array contains all the PacMan movement images
const pacArray = [
  ['./images/PacMan1.png', './images/PacMan2.png'],
  ['./images/PacMan3.png', './images/PacMan4.png'],
];

// this variable defines what direction should PacMan go into:
// 0 = left to right
// 1 = right to left (reverse)
var direction = 0;

// This variable helps determine which PacMan image should be displayed. It flips
between values 0 and 1
var focus = 0;

// This function is called on mouse click. Every time it is called, it updates the
PacMan image, position and direction on the screen.
function Run() {
  let img = document.getElementById('PacMan');
  let imgWidth = img.width;
  focus = (focus + 1) % 2;
  direction = checkPageBounds(direction, imgWidth, pos, pageWidth);
  img.src = pacArray[direction][focus];
  if (direction) {
    pos -= 20;
    img.style.left = pos + 'px';
  } else {
    pos += 20;
    img.style.left = pos + 'px';
  }
}
// TODO: Add a Javascript setInterval() method that will call the Run() function
above every 200 milliseconds. Note: in the video, Dr. Williams uses the
setTimeout() method, but here we are going to use a slightly different
// method called setInterval(), so that you can have practice using this method.
// Inside of the Run() function you will also have to add an extra argument
"pageWidth", which is declared on line 4 when you call the checkPageBounds()
function below.


// This function determines the direction of PacMan based on screen edge detection.
function checkPageBounds(direction, imgWidth, pos, pageWidth) {
  //
  // TODO: Complete this to reverse direction upon hitting screen edge
  //
  if (direction == 0 && pos + imgWidth > pageWidth) direction = 1;
  if (direction == 1 && pos < 0) direction = 0;



  return direction;
}
```

```
//Please do not change
module.exports = checkPageBounds;
```