**Lab 20: How to apply Animation using JavaScript**

**Code:**

<!DOCTYPE HTML>

<html>   <head>

  <style>

    #train {

      position: relative;

      cursor: pointer;

    }

  </style>   </head>

<body>

  <img id="train" src="https://js.cx/clipart/train.gif">

  <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 > 2000) clearInterval(timer);

      }, 20);

    }     </script>

</body>   </html>

**OUTPUT:**



