1. **const cursor = document.querySelector(".cursor");**: Here, we're selecting an HTML element with a class name of "cursor". This element represents the animated cursor you want to create.
2. **let timeout;**: This line declares a variable named **timeout** which we'll use to manage a delay before hiding the cursor.
3. **document.addEventListener("mousemove", (e) => {**: This part adds an event listener to the entire webpage. It listens for the "mousemove" event, which occurs whenever you move your mouse on the page.
4. **let x = e.pageX;** and **let y = e.pageY;**: These lines capture the current horizontal (**x**) and vertical (**y**) positions of the mouse pointer on the page.
5. **cursor.style.top = y + 'px';** and **cursor.style.left = x + 'px';**: These lines adjust the position of the animated cursor. We're setting its top and left positions to match the current mouse position (**y** and **x**), effectively making the cursor follow the mouse.
6. **cursor.style.display = 'block';**: This line makes sure that the cursor is displayed (visible) on the page.
7. **function mouseStopped() { cursor.style.display = 'none'; }**: This is a function that will be called when the mouse stops moving. Inside this function, we're setting the cursor's display to 'none', which hides the cursor.
8. **clearTimeout(timeout);**: This clears any previously set timeout, preventing the mouseStopped function from being called if the mouse starts moving again before the delay completes.
9. **timeout = setTimeout(mouseStopped, 1000);**: Here, we're setting up a new timeout. After 1000 milliseconds (1 second) of the mouse not moving, the mouseStopped function will be called, which hides the cursor.
10. To summarize, this JavaScript code tracks your mouse movements on the page and makes an animated cursor element follow your mouse. If you stop moving the mouse for 1 second, the cursor will disappear. It does this by adjusting the cursor's position and toggling its visibility based on mouse movement and inactivity.