```c
#include "graphics.h"
int main()
{
        initwindow(640, 360, "DDA - railway");
        int i = 0;
        while(i < 635)
        {
                cleardevice();

                line(1,280,639,280);
                rectangle(630 - i, 240, 640 - i, 260);
                line(620 - i, 260, 650 - i, 260);
                line(650 - i, 250, 650 - i, 260);
                line(650 - i, 250, 690 - i, 250);
                line(690 - i, 250, 690 - i, 275);
                line(690 - i, 275, 620 - i, 275);
                line(620 - i, 275, 620 - i, 260);
                circle(630 - i, 275, 5);
                circle(640 - i, 275, 5);
                circle(680 - i, 275, 5);
                circle(670 - i, 275, 5);

                rectangle(693 - i, 250, 763 - i, 275);
                circle(713 - i, 275, 5);
                circle(703 - i, 275, 5);
                circle(743 - i, 275, 5);
                circle(753 - i, 275, 5);

                rectangle(766 - i, 250, 836 - i, 275);
                circle(786 - i, 275, 5);
                circle(776 - i, 275, 5);
                circle(816 - i, 275, 5);
                circle(826 - i, 275, 5);

                rectangle(839 - i, 250, 909 - i, 275);
                circle(849 - i, 275, 5);
                circle(859 - i, 275, 5);
                circle(899 - i, 275, 5);
                circle(889 - i, 275, 5);

                i++;
                delay(50);
        }
        while ( !kbhit() )
                delay(100);
        return EXIT_SUCCESS;
}
```