

Javascript tests

Code was only tested in Chrome browser

Events

This is really badly specified - I'm guessing that this is intentional?

1. First it says "*It is not intended that you append any elements, programmatically or otherwise, to the body element of the document.*" Then it says "*Create a canvas node.*" These are contradictory as a canvas node is an element and I considered stopping the task at this point. In a business situation I would have gone back to the requestor for clarification before proceeding.
2. However in the spirit of trying to provide an answer I created a canvas programatically that was positioned over the div and put a mouse move event listener on it. When the mouse was still for .5 of a second I considered it to be hovering. Then I would get the position of the mouse and get the image data (using `getImageData`) from the canvas context. However I could not get this to work as it only returned information about the canvas not the underlying images. (Maybe I don't know enough about canvas I've not found a use for it in the work I've done yet.)
3. So then I decided to add the images to the canvas programatically and try again. But this time I got a problem with an error: *The canvas has been tainted by cross-origin data* when calling `getImageData`. This is because I was running the html file from the `file://` context. I tried moving the image files to dropbox but got the same result.
4. So then I moved to using node as a local http server. You can use any local http server but if you wish to use Node.js these are the steps when using a mac (though should be similar under windows)
 1. Install node.js it usually installs npm at the same time.
 2. Run the command at the command line: `npm install http-server -g`
 3. Go into the directory where you have unpacked the source code and run `http-server`. It will tell you what port localhost is running on.
 4. At the browser run localhost and call the script e.g. <http://localhost:8081/events.html>
5. Now I was able to complete the rest of the exercise. Though I was unsure of the purpose of sending an event to the green image.
6. Perhaps this could have been solved by adding mouse move listeners to the image files rather than the canvas. However I had spent more than two hours on the test and so decided to stop at that point.

Scoping

This was a simple refactor to create a function factory to return the click function.