### Demo of various event listening and handling capabilities of the browser with JS

#### This is a interactive site demonstration of a group of canvas elements in HTML for user actions of keyboard and mouse click/hover events.

**Here is how to use it in order to:**

* Show or hide canvases with keyboard presses (type '1', '2', or '3')
* Toggle on/off of canvas 3 with button (HINT: you can only do this before removing canvas 4)
* Removing third or fourth canvas permanently (see instructions or just play with it to get a feel for how to do)

**Guide thru Basic Functionality:**

1. Radio button for resizing visible canvas. (Available any time). Large View Small View
2. Buttons...*did you notice no canvas 3 at the onset?*

*Use this button to create (or destroy) the missing canvas.* Create Canvas 3**HINT:With the button you can actually add or remove canvas 3!! So try it with repeated clicks of this button.**

1. Keyboard events are straightforward
   * Use keys '1', '2' or '3' to trigger show/hide actions (of canvas HTML elements with CSS)
   * Canvas 4 cannot be hidden, but it can be removed.
   * The process of removing canvas 4 involves first selecting (e.g. with click) and then press the 'X' key to remove it from the page.

*NOTE: Once you remove canvas 4 no further structural changes can be made to the page*

* + Take note of the shifting of elements that occurs by hiding/showing various elements around the page. *Give it a try now!*

This has been a demonstration of the interactive web features of keyboard and button handling.