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

**Instructions:**

Each of the HTML5 canvas elements are there in order to demonstrate a particular event handling interaction within the canvas itself, or at times within the entire window. For most of the canvas elements it is necessary to "activate" them with a single-click which can be done either inside the canvas or using the focus button next to each one. E.g. Each canvas is assigned a mouse hover event, and now hover use the 'X' key to shrink down back to usual size.