

Here's a live version of the demo <http://udacity.github.io/RWDF-samples/Lesson4/patterns/off-canvas.html>

Here's the JavaScript used to toggle the `open` class:

```
menu.addEventListener('click', function(e) {  
  drawer.classList.toggle('open');  
  e.stopPropagation();  
});
```

Here's the relevant CSS for transitioning the hamburger menu:

```
nav {  
  width: 300px;  
  position: absolute;  
  /* This transform moves the drawer off canvas. */  
  -webkit-transform: translate(-300px, 0);  
  transform: translate(-300px, 0);  
  /* Optionally, we animate the drawer. */  
  transition: transform 0.3s ease;  
}  
nav.open {  
  -webkit-transform: translate(0, 0);  
  transform: translate(0, 0);  
}
```

At 1:51, the JavaScript that's shown tells us that we are adding an event listener to do something when the user clicks the (hamburger) menu button. The event listener tells the drawer to toggle the class `open` which means that if the drawer does not have the class `open` then it will add it and if it does have the class `open` it will remove it. The rule for `nav.open` is shown at 1:27 which tells the nav to translate back into place to position 0,0. This is when it is open. Without this class it is translated off screen at (-300px, 0), see 1:16.

Also, what's that `e.stopPropagation()` about? **[Read more about events and event propagation on MDN.](#)**