**Fluency Review Template**

**Name:** Orson

**Date:** 11/18/17

**Week:** 10

**Coding Topic:** JavaScript Events

**Description of Understanding:** I investigated the code that you were talking about. I found that I was indeed never detecting when I was leaving the boundaries of the canvas. I had to add another condition here to make it detect the edges of my canvas. Now It stops drawing when the person leaves the boundaries. To Answer your question from earlier, the last div here is just using a css animation. It is not using JS to be triggered. I just wanted to see what I could do with animations and then I just became carried away.

**Teaching Video:**  3, available in our slack channel.

**Starting at:** Where I talk about JS Events.

**Also Integrated with:** NA

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| **File** | **Git Link** | **What should I be looking for?** | **Sandbox or Your code?** |
| javascriptEvents.js | https://badger-orson.github.io/javaScriptEvents.html | The top Div where you can draw using JS touchevents. | Sandbox |
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