**Fluency Review Template**

**Name:** Orson

**Date:** 11/25/17

**Week:** 11

**Coding Topic:** JavaScript Events

**Description of Understanding:** After some debugging and figuring out what I was doing again in my logic. I implemented my logic in a very different way, well not to different, but enough to write about. I now to draw only create one set of listeners and that allows me to not repeat a listening event. I then use a better set of logic. I know I do not draw outside, but something I was not accounting for was when someone stopped touching the canvas. I did not allow it to know what to do at this point. I now, stop all touch events when someone is not touching the screen. This way it stops all the touchevents from repeating over and over unnecessarily. P.S. I was using the Chrome browser for this.

**Teaching Video:**  NA

**Starting at:** NA

**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 Canvas | Sandbox |
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