**Properties and Methods used**

**HTMLCanvasElement.getContext()**

* Method returns a drawing context on the canvas, or null if the context identifier is not supported.
* <https://developer.mozilla.org/en-US/docs/Web/API/HTMLCanvasElement/getContext>

**Pointer events**

* The pointer-events property defines whether or not an element reacts to pointer events.
* <https://www.w3schools.com/cssref/css3_pr_pointer-events.asp>

**EventTarget.addEventListener()**

* The EventTarget method addEventListener() sets up a function that will be called whenever the specified event is delivered to the target. Common targets are Element, Document, and Window, but the target may be any object that supports events (such as XMLHttpRequest).
* <https://developer.mozilla.org/en-US/docs/Web/API/EventTarget/addEventListener>

**Element.getBoundingClientRect()**

* The Element.getBoundingClientRect() method returns the size of an element and its position relative to the viewport.
* The element's size is equal to its width/height + padding in the case that the standard box model is being used, or width/height only if box-sizing: border-box has been set on it.
* <https://developer.mozilla.org/en-US/docs/Web/API/Element/getBoundingClientRect>

**MouseEvent.clientX**

* The clientX read-only property of the MouseEvent interface provides the horizontal coordinate within the application's client area at which the event occurred (as opposed to the coordinate within the page).

**“this” Keyword**

* In most cases, the value of this is determined by how a function is called (runtime binding). It can't be set by assignment during execution, and it may be different each time the function is called. ES5 introduced the bind() method to set the value of a function's this regardless of how it's called, and ES2015 introduced arrow functions which don't provide their own this binding (it retains the this value of the enclosing lexical context).
* The JavaScript this keyword refers to the object it belongs to.
* <https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/this>

**HTMLElement.offsetTop**

* The HTMLElement.offsetTop read-only property returns the distance of the current element relative to the top of the offsetParent node.